

BATTLETOADS™

THE
OFFICIAL
BATTLEBOOK



TRADEWEST

RARE

STEVE SCHWARTZ



The Official Battlebook



ISBN 1-5598-669-6



NOW AVAILABLE

Nintendo Games Secrets, Volumes 1, 2, 3, and 4
Nintendo Game Boy Secrets, Volumes 1 and 2
Nintendo Games Secrets Greatest Tips
Sega Genesis Game Secrets, Volumes 1, 2, 3, 4, and 5
Sega Genesis Games Secrets Greatest Tips, 2nd edition
Super NES Games Secrets, Volumes 1, 2, 3, and 4
Super NES Games Secrets Greatest Tips
Super Mario World Game Secrets
TurboGrafx-16 and TurboExpress Games Secrets, Volumes 1 and 2
The Legend of Zelda: A Link to the Past Game Secrets
Super Star Wars Official Games Secrets

COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide
JetFighter II: The Official Strategy Guide
The Official Lucasfilm Games Air Combat Strategies Book
Gunship 2000: The Official Strategy Guide
SimLife: The Official Strategy Guide
Stunt Island: The Official Strategy Guide
Lemmings: The Official Companion
Ultima: The Avatar Adventures
Ultima VII and Underworld: More Avatar Adventures
Populous: The Official Strategy Guide
A-Train: The Official Strategy Guide
X-Wing: The Official Strategy Guide
Prince of Persia: The Official Strategy Guide
F-15 Strike Eagle III: The Official Strategy Guide

How to Order:

Quantity discounts are available from the publisher, Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677; Fax (916) 786-0488. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase.

Battletoads

The Official Battlebook

Steve Schwartz



Prima Publishing
P.O. Box 1260GBK
Rocklin, CA 95677

Copyright © 1994 by Steve Schwartz

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Executive Editor: Roger Stewart
Managing Editor: Neweleen A. Trebnik
Creative Director, Secrets of the Games: Rusel DeMaria
Project Editor: Stefan Grünwedel
Cover Production Coordinator: Kim Bartusch
Book Design and Layout: Marian Hartsough Associates
Cover Design: Dunlavey Studio
Special Image Processing: Ocean Quigley

All products and characters mentioned in this book are trademarks of their respective companies.

Prima Publishing, Inc., has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 1-55958-469-6

Library of Congress Card Number: 93-085786

94 95 96 97 RRD 10 9 8 7 6 5 4 3 2 1

Printed in the United States of America

Contents

	Preface	vii
Part I	Battletoads	1
	(NES and Genesis)	
Part II	Battletoads in Battlemaniacs	93
	(SNES)	
Part III	Battletoads/Double Dragon	143
	(NES, SNES, and Genesis)	

ACKNOWLEDGMENTS

More people were involved with the creation of this book than with any other book I've written. The following individuals made invaluable contributions:

Terry King, Doris Lynch, Joey Territo, and
Danny Allen (Tradewest, Inc.)

Dave Tilbor (Lewis Galoob Toys)

Ronald Resnick, Stefan Grünwedel, and
Marian Hartsough (Prima Publishing)

Thank you one and all!

Dedication

*To Sis, who taught me everything I know
about hand-to-hand combat*

Preface

This is it—the official guide to the Battletoads games! This book is the complete strategy guide to all the Battletoads home video games: *Battletoads* (NES and Genesis), *Battletoads in Battlemaniacs* (Super Nintendo), and *Battletoads/Double Dragon* (NES, Super Nintendo, and Genesis).

The Battletoads games have the distinction of being three of the most difficult arcade games ever created. Only with hours of practice and a combination of superb coordination and reflexes can a player ever hope to see the higher levels—let alone beat any of the games. Mastery of any Battletoads game is an accomplishment of which few players can boast.

A BRIEF HISTORY OF THE BATTLETOADS

Where did the Battletoads—Rash, Pimple, and Zitz—come from? Although they are video game characters, that wasn't always the case. Originally, they were three teenagers employed by the Psicone Corporation as video game testers.

The boys were asked to try out a new game named *Battletoads*. Unbeknownst to them, the game had a virus embedded in its computer code. Unlike other viruses (which are designed to affect only computer programs), this one had a direct impact on the three game testers themselves. It yanked them through the screen into a dimension known as the Gamescape

and transformed them into video game characters—the Battletoads!

In the Gamescape, there is a constant war waged between good (represented by the Battletoads) and evil (in the form of the Dark Queen, Silas Volkmire, and their minions). Because the Gamescape is a game dimension, anything can happen—and usually does. One moment, the Battletoads may find themselves in a land of fire and lava. The next moment, they are thrust into an ice world. The battle between the opposing forces is fought with a unique blend of magic and high technology. Only with their strength, wit, and courage—along with the weapons and vehicles they find—can the Battletoads hope to be victorious. And since they are trapped in the Gamescape and their movements are no longer their own, it takes a special person—you—to lead them to victory.

The Battletoads—new heroes for a new era!

ABOUT THIS BOOK

This book is designed as a step-by-step play-through of each game. Tips and strategies are provided for every scene. To make it easy to follow along and to help illustrate important tips, the book makes heavy use of screen shots and route maps. The games are presented in order of their levels.

General playing tips—those that work in all versions of the game—make no mention of a video game system. On games that have been released for multiple gaming systems, tips that only work in a particular version of the game are clearly indicated (as in NES tip, Genesis tip, or Super Nintendo tip). Be sure, however, to read all of the tips, regardless of which game system you have. Occasionally, a tip will discuss two or more game systems and explain what—if any—differences there are between the systems.

There are also special sections called *Super Secrets*. Super Secrets are tips or strategies that will do something big for you, such as tell you how to increase the number of lives in reserve,

warp to different levels, beat the boss of a level, or offer a tried-and-true method of getting past a particularly difficult obstacle or enemy. Look for Super Secrets in the Introduction to each game, as well as at the end of each level.

There are three ways you can use this book. The first is to read it only when you get stuck. If a particular spot in a game is giving you a hard time, you can flip open the book and see if there's a better way of tackling the situation. The second way is to play completely through a level—mastering it the best you can—and then turn to the book to see if there is anything you missed or perhaps a different method of getting past some obstacles. The third way is to play the game with book in hand, stepping from one scene to the next until you finish each level. (Personally, I think this takes the fun out of the game, but to each his/her own.)

Returning to Planet Earth

The information in this book will help you achieve your goal of beating one or all of the Battletoads games. But the book alone can't accomplish this. If the Battletoads games were adventure games, I could tell you where the magic wand was hidden and cut hours off your exploration time. If there was a level-select trick that would let you zoom directly to any level of the game, I'd be happy to give it to you.

The Battletoads games, however, are arcade games. There is no magic wand (or anything else) hidden in the games. Almost everything is in plain sight. And there is no level-select trick built into any of the games. Although I can give you maps for the maze levels, suggest strategies for handling many of the tricky situations you'll encounter, and offer Super Secrets that will increase the number of Lives you start with and help you find the Warp Zones, the rest is up to you. Knowing the best attack strategy and where to jump is not the same as being able to flawlessly carry out these actions on your own. That takes practice. Are you up to the challenge?

A Special Tip

Although I normally wouldn't suggest the following, some players may be unable (or unwilling to put in the practice) to reach the higher levels of these games. If you're in a rush to try out all the levels, you might consider buying a Game Genie™ (Lewis Galoob Toys) for your system. The NES Game Genie, for example, includes level-select codes for the original *Battletoads* game that enable you to start play on any level. And an invincibility code is currently available for the NES version of *Battletoads/Double Dragon*. Although you have to start from the beginning of the game, you'll have enough lives to advance steadily through the levels. Codes for the other variations of the Battletoads games are likely to follow.

Because mastery of the Battletoads games comes only from hours of practice, you can use the Game Genie to work on a game one level at a time—getting all the practice you need on levels you might normally reach with only a couple of lives remaining. When you've had sufficient practice, you can remove the Game Genie and then see if you can legitimately beat the game.

ABOUT THE AUTHOR

Steve Schwartz is a game- and computer-industry writer. He currently writes reviews and feature articles for *Macworld*, *Mac Home Journal*, and *The Macintosh Bible*, was a founding editor of *Software Digest*, and has hundreds of published articles to his credit. He has reviewed games since 1978 and is the author of 12 books, including the newly-released *Macworld Guide to ClarisWorks 2*, *The 9-to-5 Mac*, *Help! The Mac Answer Book*, and nine game books.

PART I

Battletoads

(NES and Genesis)



This section of the book covers the *Battletoads* game for the Nintendo Entertainment System (NES) and the Sega Genesis. Although the Genesis is a 16-bit system and the NES an 8-bit system, the two games are very similar. In the game, the Battletoads—Rash, Pimple, and Zitz—must wend their way through 12 nightmarish levels in their attempt to find and defeat the evil Dark Queen.

Battletoads has set a new standard for arcade games. Only those with superb arcade skills have a prayer of mastering this game. If you find yourself stopped cold by the NES version of *Battletoads*, you may want to give the Genesis game a try. Although the two games are similar, the improved graphic capabilities of the Sega Genesis make its version of *Battletoads* slightly easier to play. All screen shots in this section of the book are from the Genesis version of the game.

Note: There are also two versions of *Battletoads* for handheld game systems: *Battletoads* (Sega Game Gear) and *Battletoads in Ragnarok's World* (Game Boy). While not covered here, these two games can be treated as tinier versions of the original *Battletoads* game—with shorter and fewer levels. Many of the tips provided here for the NES and Genesis *Battletoads* will be helpful in beating the handheld versions, too. You should also note that there was a Game Boy game called *Battletoads*. It, however, was completely different from the *Battletoads* game discussed here.



General Playing Strategies

- ❖ You don't have to chase enemies. Ones that can move will come to you.
- ❖ If you force two enemies together, there's a good chance that they'll damage each other rather than you.
- ❖ In many instances, you will not be allowed to move on until you've defeated all enemies in each area. If hitting an enemy is not rewarded by an increase in score, however, battle is probably unnecessary.
- ❖ Practice the Smash Hit moves (double-tap right or left on the control pad in combination with the Attack button). Even if an enemy isn't instantly destroyed by a Smash Hit, it will often take fewer Smash Hits than normal hits to win the battle.

- ❖ Unless there's something below to stop you, falls are usually fatal. Learn where you can and cannot safely fall.
- ❖ After a losing a Life, you are granted temporary Invincibility. Make the most of it, since it only lasts a few seconds.
- ❖ Keep an eye on your score. You gain an extra Life for every 100,000 points.
- ❖ Although the screen never shows more than five Lives (hearts), it does keep track of those in excess of five. Win all the Lives that you can. They'll come in handy.
- ❖ Consider buying a better controller than the ones that came with your NES or Genesis. For example, Happ Controls makes an excellent controller called the Competition Pro. Regardless of which controller you select, one with separate rapid-fire settings for each button and a slow motion option can be very helpful.



Super Secrets

Three or Five, the Choice Is Yours: At the opening screen of the NES version of *Battletoads*, simultaneously press A, B, and down on the control pad as you press the Start button. Instead of beginning with the usual three Lives, you'll start with five! (This trick isn't necessary in the Genesis version of *Battletoads*. You always start with five Lives.)

Moving Ahead at Warp Speed: At several spots in the game, there are special entrances to Warp Zones. Whenever you enter a Warp Zone, you immediately jump ahead two levels in the game. When you've mastered the earlier levels, you can use the Warp Zones to move to the levels you've yet to conquer. Warp Zones can be found in Levels 1, 3, 4, and 6 and take you to Levels 3, 5, 6, and 8, respectively. See the chapters for those levels for instructions on finding the Warp Zones.

Tip of Last Resort: Even the Warp Zones won't provide sufficient help for all players. First, they always move you ahead by two levels. If you've never beaten Level 3, for example, using the Warp Zone will jump you directly to Level 5—leaving no way to get to Level 4. Second, the Warp Zones are often difficult to reach and are sometimes buried deep within a difficult level. Knowing where they are is no assurance that you can reach them.

If you really need more help, you might consider buying a Game Genie™ (Lewis Galoob Toys)—a hardware add-on that enables you to change some games. The NES version of the Game Genie includes level select and infinite Lives codes for the NES version of *Battletoads*. (Note: At this writing, the Genesis Game Genie does not include codes for *Battletoads*. However, I have it on good authority that the codes are under development.)

LEVEL 1: RAGNAROK'S CANYON

The first two levels in *Battletoads* are the easiest ones in the game. Use these levels to familiarize yourself with how the Toads move and how the controls work. Level 1 is also the best place to perfect the Smash Hit move.



General Playing Strategies

- ❖ You don't have to chase enemies. They'll come to you.
- ❖ Being able to reliably execute a Smash Hit will improve your play enormously (and it does nice things for your score, too). Smashes can be performed to your left or right. First, make sure that you're at least a couple of strides away from the enemy you want to clobber. (If you're too close or too far away, the Smash Hit can be tough to execute.) Now, tap right or left on the control pad, and then press the control pad again in the same direction. When your Toad reaches full speed, hit the Attack button while continuing to press in the direction of your attack.
- ❖ To practice the Smash Hit without distractions, set the game for 2 Player mode. After clearing the first screen of enemies, you can practice your Smash Hits on the other Toad! (And if you're playing by yourself, he won't even hit back.)
- ❖ To catch flies, press the Attack or Action button to make a grab for them with your tongue. Every fly you capture fills one unit in your energy bar. Move fast, though. They won't hang around forever. If flies are too high for you to reach from the ground, try jumping for them. (Note: If your energy bar is already full, don't bother with the flies. They aren't worth any points.)

- ❖ There are a couple of potentially deadly ledges in Level 1. Fall or jump off in the wrong spot, and you'll be minus a Life.
- ❖ If you get close enough to an enemy, you'll pick him up rather than punch him. Press the Attack or Action button again to throw him away.



Playing Tips

The first Warp Zone is right at the beginning of the game. For details on how to find it, see *Super Secrets* at the end of this section.

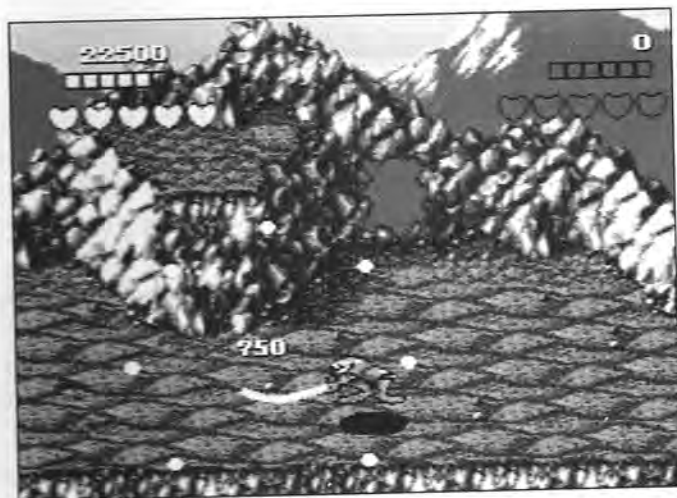


Figure 1.1 After defeating a Walker, there's usually a piece or two left lying around. Grab a leg. It makes a great club! (Don't forget to smash the other Walker parts. They're worth points.)

After beating the second Walker and the bluePsyko-Pig, a couple of life-giving flies appear on the right.



Figure 1.2 Stun the Dragon by clopping it once, and you can catch a free ride. (If you hit it twice—intentionally or not—you'll destroy it.) Every time you press the Attack button while riding this little monster, the Dragon spouts flame. You can use a flame attack to safely toast enemies from a distance. To make the Dragon fly, press the Jump button repeatedly.

If you're on the Dragon, move cautiously to the right. A second Dragon appears above you. Take care of it before attempting to cross the gorge. (To attack one Dragon with another, the two Dragons must be at the same height.)

If you fall off a Dragon, it ceases to be your friend.

It's easier to jump than to fly across the gorge. And if you don't make it, you'll forfeit a Life. If you're on foot, make your leap from high on the screen (at the back of the plateau). If you're cruising on a Dragon, pump the Jump button and fly across from the same spot.

A pair of Psyko-Pigs awaits on the other side. Try to stay away from the edge of the gorge as you do battle.

♦ *Genesis tip:* If you're still on the Dragon, fly high above the pair of Psyko-Pigs and move all the way to the right. When both porkers follow, fly quickly back to the left, drop to the ground, and give them a blast of flame as they rush toward you. Whether you're flying or hoofing it, be ready for the third Psyko-Pig. It pops up near the bottom of the screen.

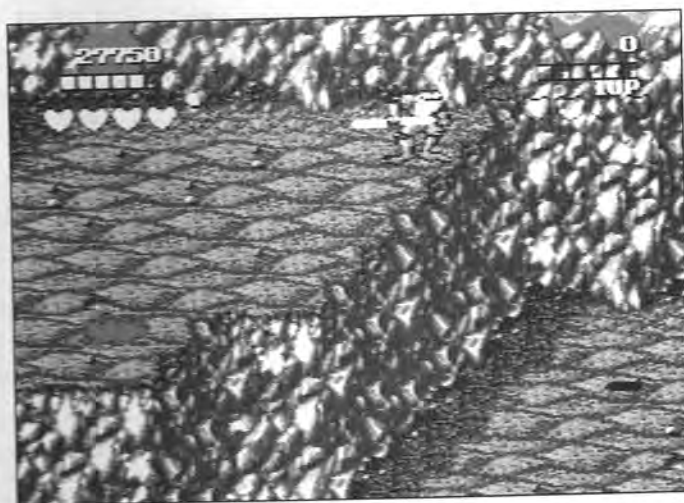


Figure 1.3 After a brief fly snack, you'll reach the edge of the plateau. Don't just hop down. If you're too close to the bottom of the screen, you can lose another Life. (There's a deep cavern there that isn't immediately obvious to most players.) Besides, you'll miss your chance to get the 1-Up that's floating here. (Once you're down, you can't jump back up to get the 1-Up.)

To snatch the 1-Up as you jump off the plateau, make your leap near the spot shown in Figure 1.3—about one-third down from the top of the screen. If you still have your Dragon, the 1-Up is a cinch to get. Jump off the plateau near the top of the screen. Then while on the ground, align yourself with the 1-Up's shadow, and fly straight up to grab it.



Figure 1.4 The Tall Walker doesn't approve of the way you handled his baby brothers.

To defeat the Tall Walker, press the Attack or Action button to pick up the ball that is dropped after each round of gunfire. Press the Attack or Action button a second time to toss a ball. You must hit the vulnerable part of the Tall Walker's protective shield three times to destroy him. Aim toward the center of the screen. (In the Genesis version, you'll have better luck if you make your tosses from far back.)



Super Secrets

The first Warp Zone can only be reached if you move quickly and flawlessly. You have to dispatch the pair of Psyko-Pigs at the start of the level with a single Smash Hit each, and then move immediately to the right. If you do it correctly, you'll see an expanding oval of dots appear on the ledge above. Jump in before the dots disappear, and you'll be whisked to Level 3!

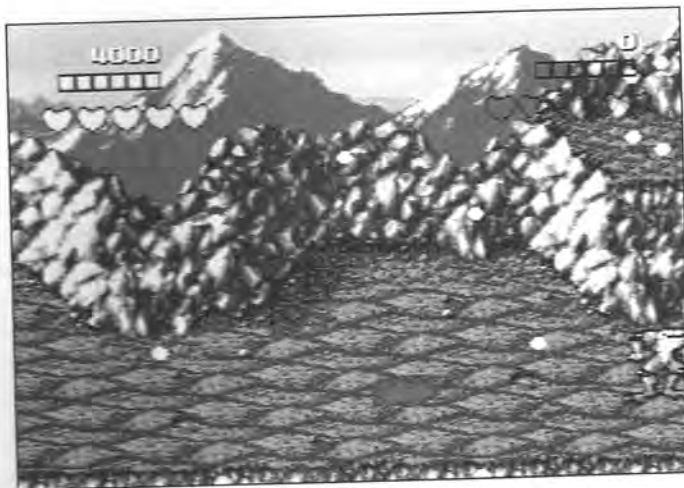


Figure 1.5 The first Warp Zone! To give yourself time to complete the required maneuvers, attack thePsyko-Pig on the left first and then handle the one on the right.

LEVEL 2: WOOKIE HOLE

In Level 2, your Toad is plopped into the center of a hollow tree. Hang on tightly to the rope if you expect to make it safely to the bottom. Although Level 2 is almost as easy as Level 1, it's best not to skip it (by using the Warp Zone from Level 1 to Level 3). The Wookie Hole is the easiest level in which to build your reserve of extra Lives. Get all you can. They'll come in handy in the levels ahead.



General Playing Strategies

- ❖ You can control the direction of your movements by pressing Up, Down, Right, or Left on the control pad. In particular, remember the up and down movements. In order to connect with an enemy or avoid an Electro Zap, it's occasionally necessary to adjust your height a little (or a lot).
- ❖ If your controller supports it, set the Attack button for rapid-fire.



Playing Tips

Punch the Ravens before they get too close to your rope. They have very sharp beaks.

Several of the Ravens have *loose* beaks. If a beak falls off, grab it. You'll be outfitted with the only weapon available in this level.

Because the Saturn Toadtraps are rooted to the sides of the tree, you can easily vanquish them from a safe distance using a Raven's beak. A well-executed Smash Hit will also make short work of them. If you frequently find yourself caught by the Toadtraps, set the Attack button on your controller for rapid fire (if your controller is so equipped).

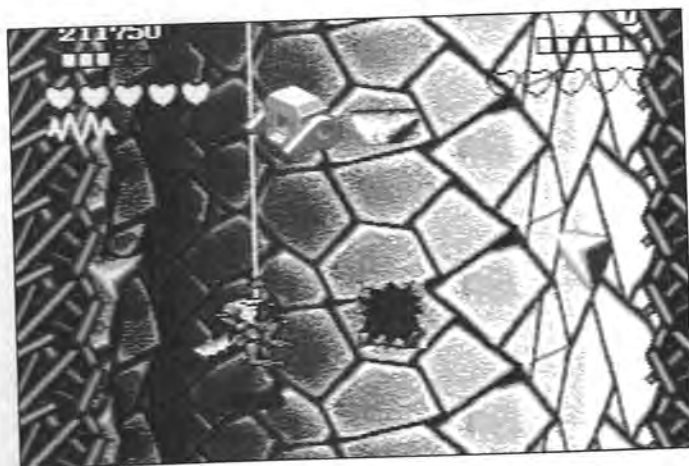


Figure 2.1 Like most other enemies in the game, the Retro-Blasters track your movements. They move, fire, and then pause. Clobber them during each pause or use a Smash Hit (as a wrecking ball) to put them away for good.

If you're still within striking distance of a Retro-Blaster after hitting it, hit it again. If you're quick, there's no need to wait for another pause.

More Ravens — and more opportunities for 1-Ups! (See *Super Secrets* at right.) Don't stick around once you see the Electro Zaps below you.

The Electro Zaps slide from one side of the tree trunk to the other. To avoid damage, try to drop beneath them before they extend all the way across the tree trunk. Note that each Electro Zap moves in one direction only (right to left or left to right), and that every Electro Zap moves in the opposite direction of the one just above it.

The silver Retro-Blaster isn't very different from the ones you encountered earlier (although it takes considerably more hits to eliminate it in the NES version than it does in the Genesis game). Dispatch it as you did the others.

The level ends with a stacked set of four (Genesis) or five (NES) silver Electro Zaps. Swing from one side of the trunk to the other to avoid them.



Super Secrets

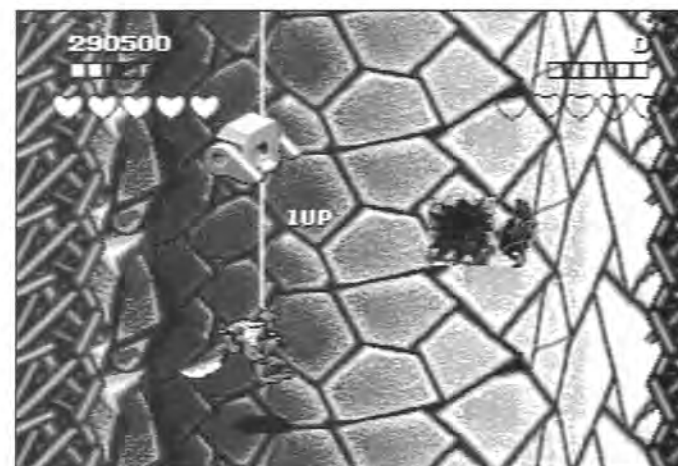


Figure 2.2 Each time you hit a Raven, the number of points you get increases. Hit the same one enough times, and you'll get a 1-Up! The easiest way to do this is by repeatedly bouncing the Raven off the side of the tree trunk. A Raven's beak in hand and a rapid-fire controller make this an easy maneuver to perform. (This is much easier to do in the Genesis version than in the one for the NES.)

LEVEL 3: TURBO TUNNEL

After beating up some nasty rats, the rest of Level 3 is divided into five race courses—each marked by its own starting gate. Lose a Life, and you'll restart at the most recent gate that you've tackled during the current play session. Continues, on the other hand, begin from the start of Level 3.

In the Nintendo version of the game, Level 3 will entice many players to just give up. The obstacles are placed in the same relative positions as they are in the Genesis version but many of them are closer together. Between-island hops—whether on foot or a speed bike—must be executed with perfect precision. There's no room for error. If you have access to both game systems, give the Genesis *Battletoads* a try—particularly if you're stuck in Level 3.

General Playing Strategies

- ❖ Crossing a starting gate is worth 5,000 points.
- ❖ There's nothing in the races for you to punch or kick. They are played using only the directional controls and the Jump button.
- ❖ Before a pillar, ramp, or other solid object appears, it flashes—letting you see its approximate position on the runway. You'll also hear a whooshing noise as the object becomes solid.
- ❖ You can change direction slightly while in mid-jump or when using a ramp. Pushing to the right on the control pad will gain you a little distance, for example. You can also move higher or lower on the screen by pressing up or down on the control pad.
- ❖ Don't be afraid to steer hard toward the top or bottom of the

screen. The only place you can fall off the raceway is in the gaps between sections or between islands.

- ❖ You don't need to jump to use a ground-based ramp—just drive your speed bike over it, and you'll take to the air. On the other hand, you *must* jump to connect with a floating ramp.
- ❖ There are two types of barriers that stretch all the way across the raceway: low ones and high ones. Jump over the low ones, and stay on the ground to slip beneath the high ones.
- ❖ Normally, you steer around columns. If the mood strikes you and your timing is good, you can also jump over them.

Playing Tips

There are two rats on the first island. Bonk them hard to bury them in the sand, and then kick 'em until they go away.

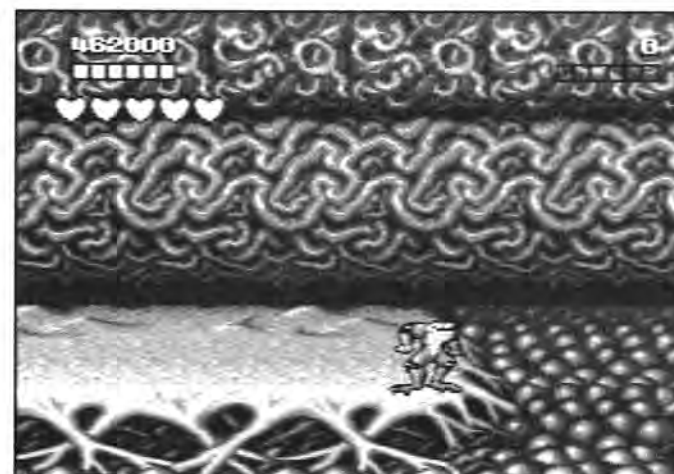


Figure 3.1 Jumping from island to island can be dangerous to your health. Jump from the wrong spot and you'll lose a Life. The best tactic is to move all the way to front of the island (you can't fall off unless you're at the end of an island), jog a few steps, and then jump from the very end (near the spot shown here).



Figure 3.2 The Vaders are stealing your energy! To get it back, punch each one as it drops down the left side of the screen. When they float to the right, jump up directly beneath each one before they drift off the bottom of the screen.

If you're fast, you may be able to punch one or two Vaders before they've had an opportunity to steal an energy block.

Looks like you're surrounded. Rats are attacking from both ends of the island. If you attempt to immediately finish off either one of them, the other is sure to get you. A smarter approach is to bury the one on the right and then lure the second rat to the left side of the island before continuing your assault.

Before leaving the island, a pair of flies flits by—a perfect snack for a damaged Toad.

A rat will appear in the center of each of the next two tiny islands. Move to the far right before each one appears, turn, and prepare to meet it with a Smash Hit.

It's off to the races! Every race course has a set pattern. If you don't feel up to memorizing the routes, check out the maps beginning on page 18. The maps illustrate one method that you can use to complete the Level 3 race courses. Every jump and press on the

control pad is indicated. The specific ramps you should take are also marked. The maps are split across each pair of pages. The correct way to read them is across and then down. Letters beneath the maps are referred to in the tips. (*Note: You may find a different approach to some sections that works better for you. Feel free to experiment.*)

Stay near the far left of the screen throughout the five courses. Although playing styles can differ, most players will prefer this approach. It gives you the maximum amount of time to see and prepare for the upcoming obstacles.

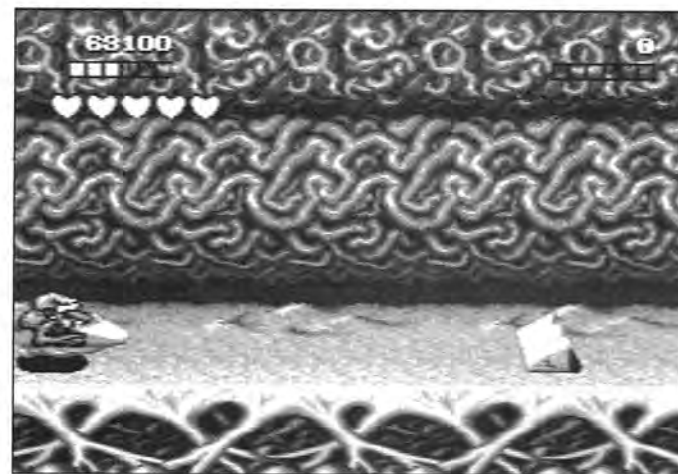
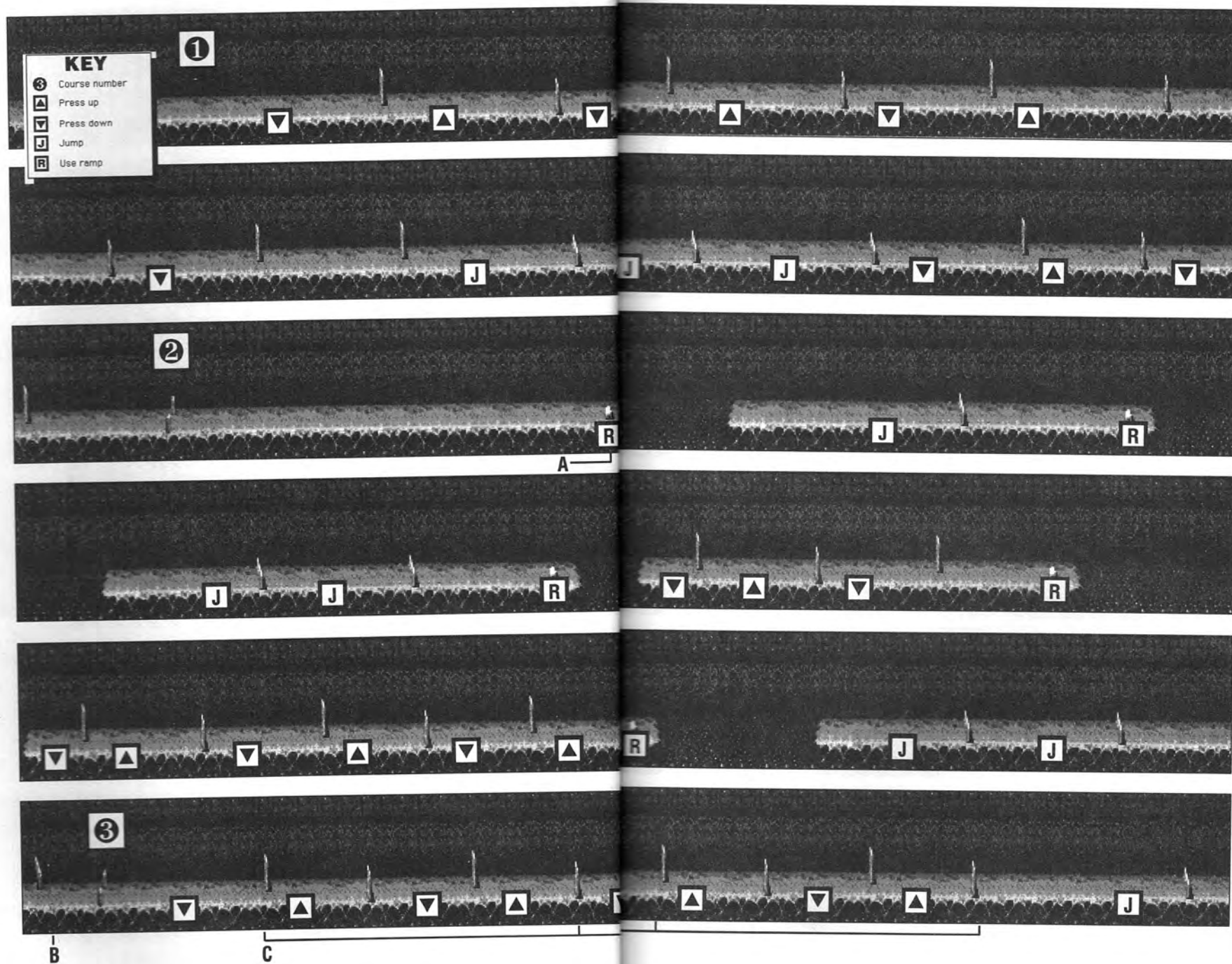
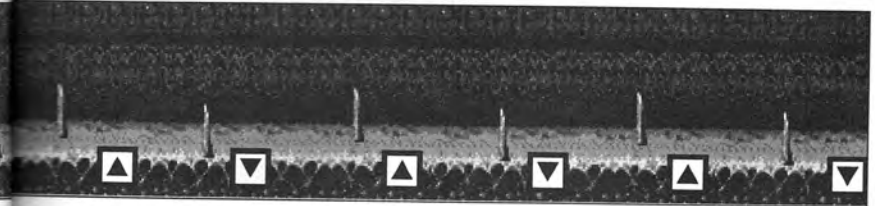
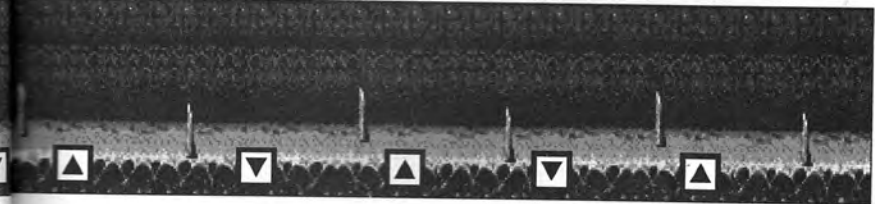
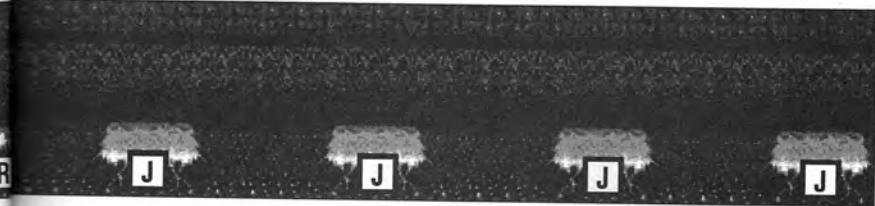
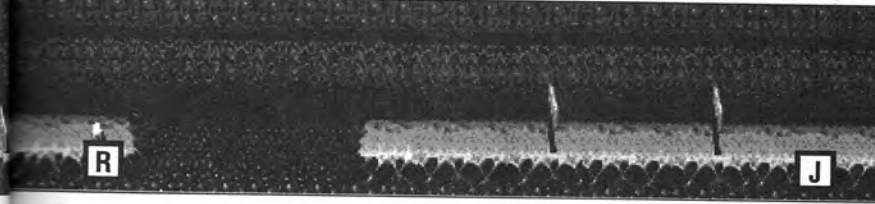
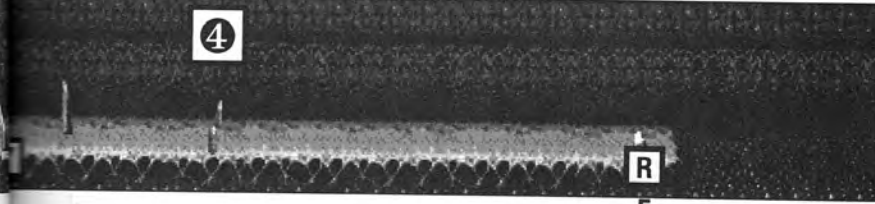
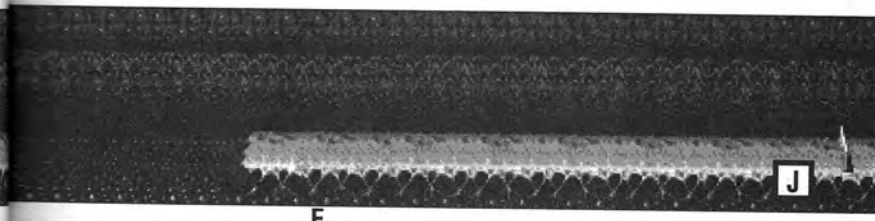
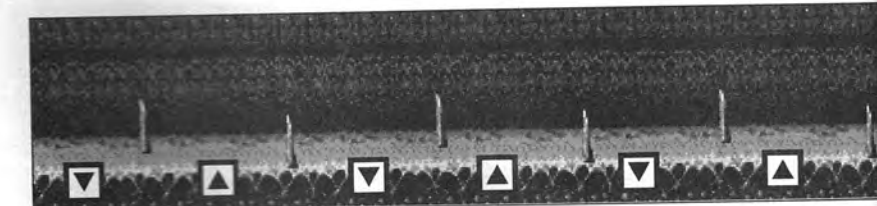
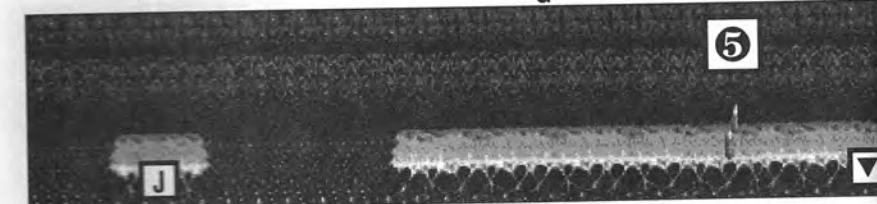
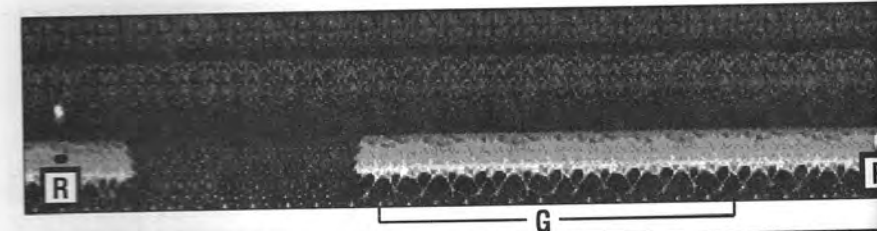
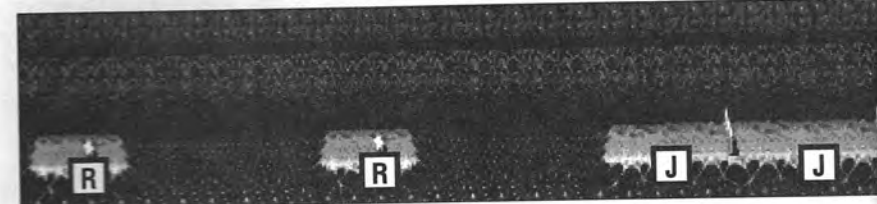
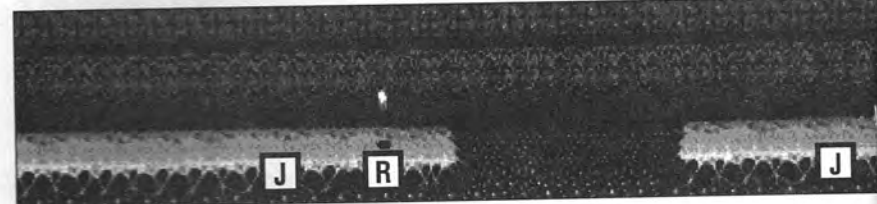
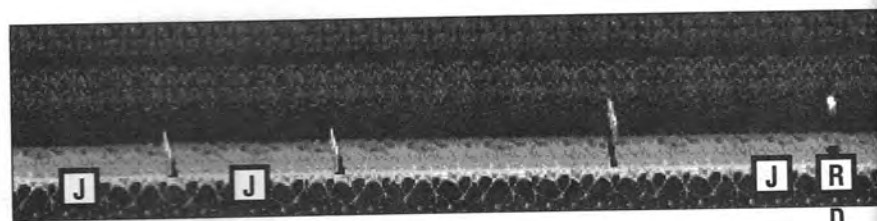
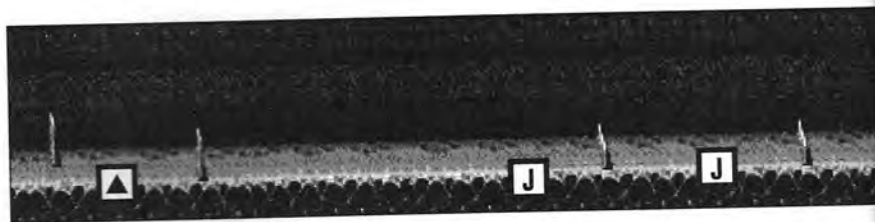


Figure 3.3 At the end of the first island in Course 2 (A), you'll see the first ramp. To use it, simply align your vehicle with it and fly over it. (There's no need to press the Jump button.)









Immediately before the gate that marks the beginning of Course 3 is a floating blue barrier (B). To pass a floating barrier, you must go under it.

At the start of Course 3 are two sets of four pillars (C). The pillars in the second set are closer together than those in the first set.

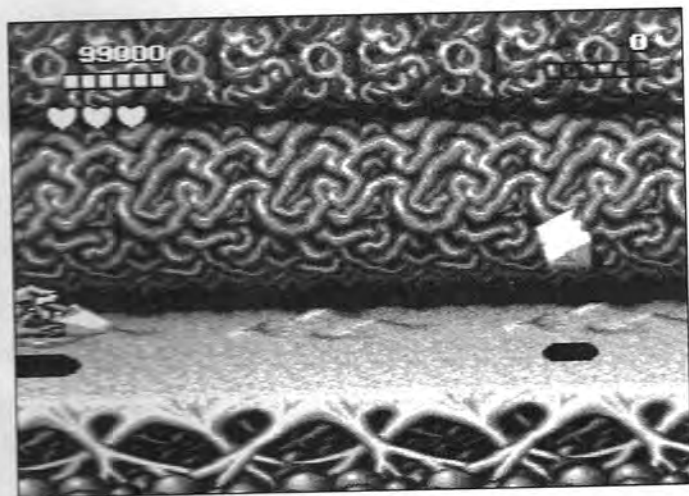


Figure 3.4 After passing under the floating barrier, you'll see the first floating ramp (D). To use a floating ramp, you must hit the Jump button to connect with the ramp. As with ground-based ramps, be sure that your vehicle is aligned with the ramp.

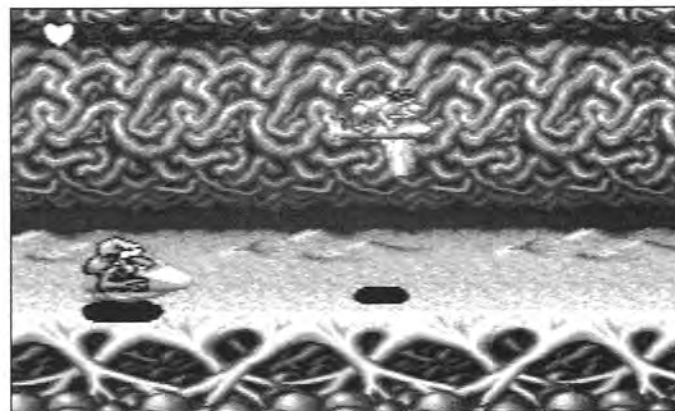


Figure 3.5 Beware of Rat Rockets bearing obstacles (E). You can either jump over the tiny barriers or change sides on the raceway to avoid them.

Hit the first ramp in Level 4 (F) and then take your hands off the control pad. You will automatically hit the next two ramps, too.

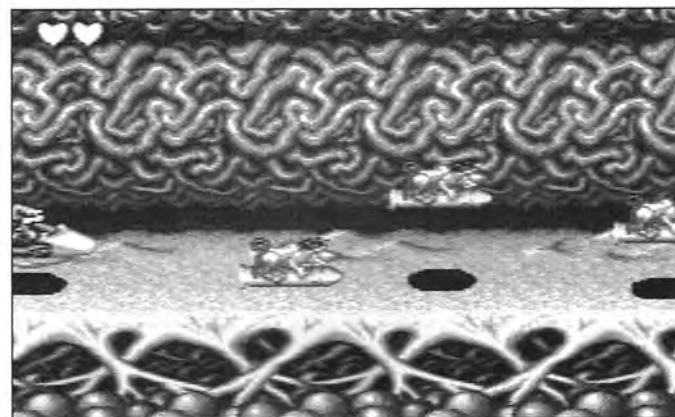


Figure 3.6 *Genesis tip:* Two pairs of Rat Rockets block your path for much of the island (G). Although you can dodge them, there's a much easier way to get past them. Press the Jump button to leap over the first pair into the small gap between the two groups. Then hit Jump again to pass the next group.

Be ready to connect with the ramp at the end of the island. It'll toss you onto a tiny, bare island. Press Jump to move to the next small island. (There are five islands you have to jump on to reach the end of Course 4.)

The start of Course 5 is the toughest set of obstacles you've run into so far—and you *will* run into them. It contains 20 pillars close together in a staggered pattern. A controller with slow motion is an enormous help in getting through this section. (The Genesis version of Course 5 is *much* easier to master than the NES version—particularly if your reflexes are a bit slow.)

A couple of quick hops and you'll be at the end of the level. (If you used slow motion for the staggered pillar area, be sure to turn it off before attempting the jumps.)

Super Secrets

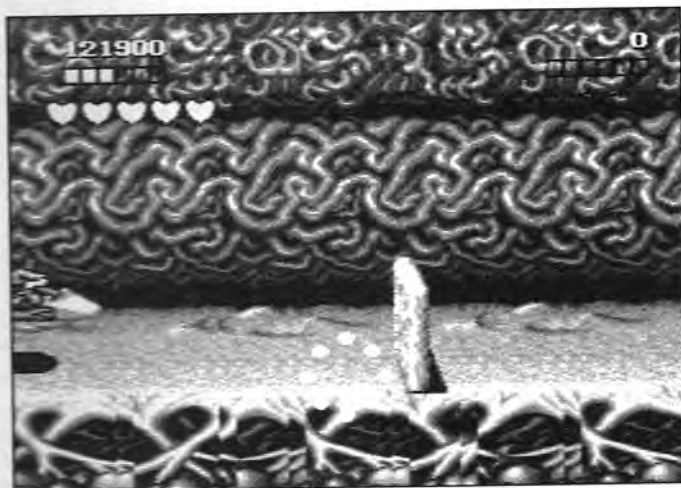


Figure 3.7 Here's the next Warp Zone! In Course 5, the Warp Zone appears directly in front of the tenth pillar. Ram into it, and you'll jump to Level 5.

LEVEL 4: ARCTIC CAVERNS

Baby, it's cold outside. Ice and snow is the order of the day. Watch your footing. It's plenty slippery here, and there are enough strategically-placed spikes to ruin your whole day.

General Playing Strategies

- ❖ There's a 5,000 point award for passing through each barrier in Level 4.
- ❖ You can stand on the short ice posts.
- ❖ As you all know, ice is slippery. But you can maintain your position on a slope by running in the opposite direction.

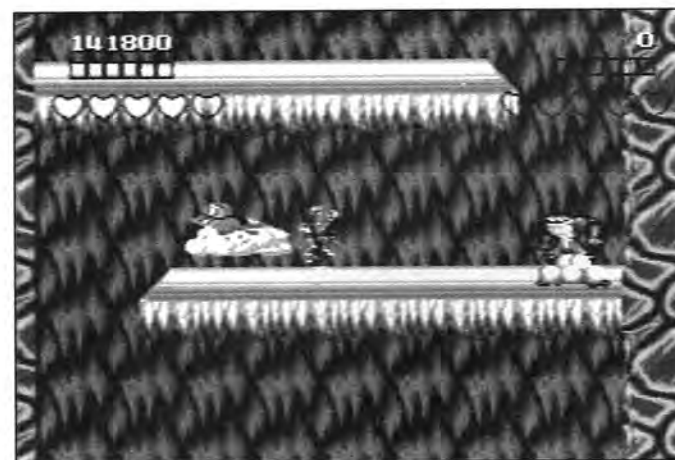
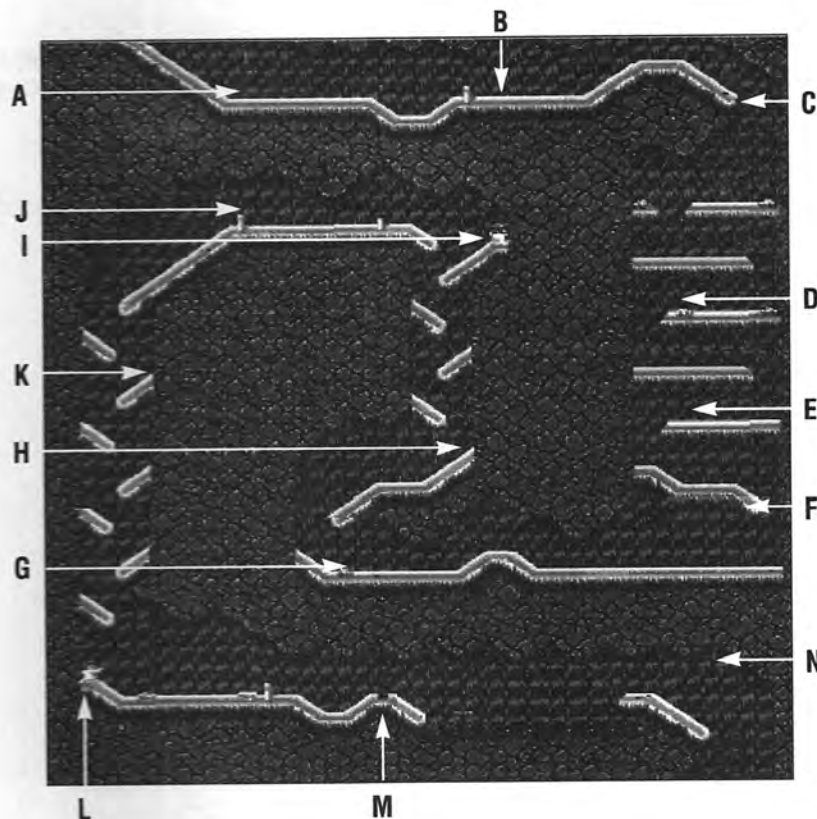


Figure 4.1 Smack a Snowman to turn him into a pile of snowballs. In the Genesis game, it's safer to punch Snowmen from behind. In the NES version, there's usually sufficient time to safely punch from the front, too.

- ❖ When tossing snowballs, there's no way to change the height of your toss—all shots move in a straight line. Don't worry, though. They're always tossed at just the right height to connect with any barriers or enemies that are nearby.
- ❖ For you to destroy a barrier with snowballs, it requires three hits (Genesis) or four hits (NES). The number of hits required if a Snowman is throwing varies from Snowman to Snowman.

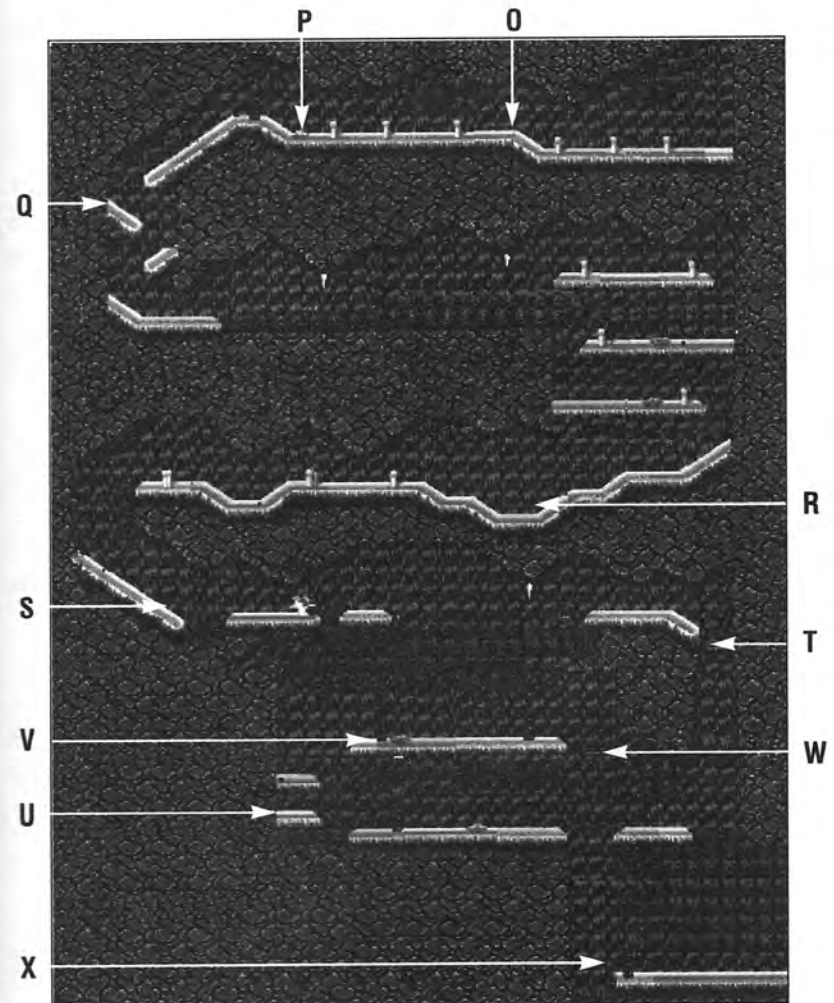


Playing Tips



(Level 4 Map continued on next page)

(Level 4 Map continued from previous page)



There are three pointy icicles hanging from the ceiling near the start of Level 4 (A). To avoid them, one trick is to make a small counterclockwise looping jump. To work, the jump must take you briefly within the icicle's range—triggering its release from the

ceiling—and then quickly back to a safe position. (See Figure 4.6 for an example of how the jump is done.) If the icicle is high enough, you can occasionally make it to safety just by rushing through. Other tactics often result in a shish-kebobbed Toad. For the three icicles at the start of the level, use the loopback jump for the first two and run past the third.

Beyond the small dip (B), you'll run into the first ice block (or vice versa). Ice blocks are needed to smash some barriers—like the one just up the slope. To stop a block so you can use it, you have jump on it. When the block stops, stand over it and press the Attack or Action button to pick it up. Carry it to the desired spot, and press the same button again to toss it in the direction your Toad is facing. (You can also kick a stopped block, if you wish.)

Wait on the down-slope (C) rather than just dropping off. (You'll have to run to the left to keep from sliding down.) There's a Snowman below waiting to get you in his sights. He throws snowballs in a repeating pattern—two high and one low—and then he pauses for a second. Wait until you hear three snowballs swish past before dropping down to do battle.

You don't have to defeat each Snowman, but it only takes a little practice to do so. There are two techniques. You can pepper him with a single snowball (assuming one is handy), or you can bop him with your fists. (The safest spot to do this is from behind the Snowman.) It sometimes takes two punches to do the trick.

Don't be in a rush to get down to the next Snowman. There's a fly you can grab on the ledge above him.

♦ **Genesis tip:** Since you can actually see this Snowman (D), there's no excuse for dropping down at the wrong instant. Wait for three snowballs to fly before making your move.

Drop down two ledges and then wait at (E). An ice block from above is heading your way. Jump up when it closes in. (In the NES game, the ice block catches up with you on the first—not the second—ledge.)

This ice block is a veritable speed demon—crashing left and right at a blinding pace. Drop down to the end of the ledge above (F) and then backpedal to maintain your position. If you look closely, you should be able to make out the ice block's movements below (assuring that you won't inadvertently drop directly into its path).

To eliminate the barrier, you can stop the ice block and toss it, or simply get close to the barrier and allow the rampaging block to do the work by itself.



Figure 4.2 After passing the icicle, jump, duck, and slide toward this Snowman (G). In the Genesis game, stay low until you're past him, and then turn and punch! In the NES version, you can punch him from the front, if you like.

Fly break! There's only one, but you may as well stop and chow down.



Figure 4.3 Move to this spot (H) and wait a moment. When the snowball comes down from above, turn quickly and hop up to the ledge above (the one from which the snowball came). Move to the top of the ledge and repeat this same tactic until you reach the ledge where the Snowman awaits (I). (Note: In the Genesis game, only one snowball rolls toward you at a time. In the NES game, snowballs come in pairs, making your evasive moves more critical.)

Hop over the Snowman (I) and smack him twice from behind. You need his snowballs to destroy the barrier to your left.

Watch out for the ice cushion that guards the top of the plateau. And make sure your hop over the second ice post (J) is a small one so you avoid the spikes overhead.



Figure 4.4 An ice block's a-coming! An ice block's a-coming! Drop down to this spot (K), mash your face into the ledge, and wait for the block to appear. When it gets close, jump up to avoid being squished and allow it pass harmlessly.



Figure 4.5 Genesis tip: There's a good chance of getting hurt in the next area. At the bottom of the ice slopes is another Snowman (L), as well as the ice block that passed you on the way down. Get by them as best you can, and then wait in this hollow. Eventually, the Snowman's snowballs will destroy the barrier (M) and let you make your escape.

♦ *Genesis tip:* An alternate approach is to destroy the Snowman, stop the ice block, and then use the block to demolish the barrier.

♦ *NES tip:* The Snowman/ice block combo isn't particularly dangerous—especially since the Snowman doesn't begin tossing snowballs until you're safely past him. As in the Genesis version, you should quickly move to the hollow and wait for snowballs to destroy the barrier.

A floating ledge will carry you across the row of spikes. Be sure to duck the moment you get on!



Figure 4.6 Use the loopback jump described previously to loosen the icicle from the ceiling (N). (The white lines that have been added should give you an idea of how it's done.) Once the icicle has fallen, you can make your jump in complete safety.

The Snowman off-screen to your left (O) tosses two snowballs, pauses briefly, throws a third one, and then pauses again. All snowballs are at the same height. At each pause, hop over one of the short barriers. (In the NES game, it's important to keep these hops small to avoid the nasty spikes overhead.)

♦ *Genesis tip:* When you reach the Snowman, smack him from behind, and then immediately jump back to your right to avoid the snowball that's coming your way.

♦ *Genesis tip:* Even though he's off-screen, you can still bonk the next Snowman (P) with a snowball. You'll have to jump in place to avoid his attacks, though. (This Snowman has a new firing pattern. He tosses two snowballs in a row—one high and one low.)

♦ *NES tip:* You can't destroy the second Snowman with snowballs. The only way to beat this guy is to sneak up on him and clobber him. Hop and stand on ice posts to evade his attacks.

Use the snowballs left behind by the second Snowman to obliterate the barrier. Then press diagonally on the control pad to run up the short incline. If you try to jump up this slope, you run the risk of getting spiked.

Slide down the long ledge and wait at the top of the next one (Q). Another ice block is on its way. Avoid it as you did the others by leaping straight up at the last moment.



Figure 4.7 It takes two floating platform rides to make it over the next lengthy section of spikes. Duck to avoid the two icicles. (Unlike the others, these are firmly attached.)

Watch for the second moving platform to appear before making your jump. If you aren't ready the first time it arrives (and simply ride back on the first platform), the platforms' movement patterns may change on subsequent attempts.

Did you notice the 1-Up in Figure 4.7? It's easy to get, but you may lose a Life in the process. The trick is to jump for it diagonally when you're to the left of the 1-Up. If your timing is good, you'll land on the moving platform. (Strictly speaking, as long as you get the 1-Up, you haven't lost anything if you *miss* the moving platform. You gain a Life and lose a Life.)

The next three ledges each contain a single ice cushion. They don't do much damage, but it's best to avoid them if you can. Since you can't see the ones below, you have to trust a bit to luck when you hop down. (The best approach is to move through all three areas without any lengthy pauses.)

You'll find another ice block stuck at the bottom of the next long slope (R). It's still moving a little, so jump on it to stop it. When the ice cushion passes to your right, grab the block, head forward up the hill, and toss it into the next barrier. The best spot to throw from in the Genesis game is just to the right of the ice post. In the NES game, it helps to stand on the ice post when tossing the block.

Beware of ice cushions in the next two small sections. If your Toad is hungry, grab the pair of flies.

❖ *Genesis tip:* When sliding down the long slope (S), backpedal a little so the giant snowball can catch up. When it nears, leap up to let it crash harmlessly onto the spikes.

❖ *NES tip:* When sliding down the slope (S), don't pause at all or one of the snowballs will surely crush you. Instead, slide quickly to the bottom, hop over the spike, and attack the Snowman.

When you jump toward the Snowman, immediately squat and slide. Like the other Snowmen in the Genesis version, he's safer to assault from behind. A frontal attack works fine in the NES version.

The next tiny ledge is almost certain to cost most players a little Energy or a Life. There's an icicle suspended directly above the middle of the ledge. If you make a small leap or step backward the moment you land, you may be able to avoid damage.

There's a 5,000 point bonus hanging in mid-air to your right. Are you man (or woman) enough to try for it? And is 5,000 points worth a Life to you? It's not worth the risk in the Genesis game, but is an easy target in the NES version.

Ride the fast-moving platform to the next ice ledge. As before, be sure to duck when you get on so you can get past the icicle.

Surprise! The Snowman that you left behind returns to life to help you eliminate the barrier. He throws four snowballs in a row — three high and one low. Duck under the three high ones and jump over the low one until the barrier is destroyed.



Figure 4.8 Now comes the really exciting part of this level — elevator platforms and bouncing barriers. Jump down onto the floating ledge (T). As you ride down, you'll pass through a 1,000 (NES) or 5,000 (Genesis) point bonus. If you can hang on until the last second before jumping to your left, there's another 5,000 points in it for you. (If you wait too long to hop off, the floating ledge will be demolished on the spikes below.)

♦ *NES tip:* If you slide off the floating ledge (or off the next one in this level), press the control pad in the direction you want to fall—to the left, in this case. Many times you'll be able to land on the ledge below.

When (or if) you safely reach the bottom of your ride, you won't be able to see where you need to go next. Make a small jump to your left.



Figure 4.9 The barriers here rise and fall. If your jump was a bit long, you probably have an extremely flat Toad on your hands!

Now comes the *really* tough part. To get through this section requires perfect timing or a large dose of good luck. As soon as the ice cushion heads back to the left and the barrier rises, make a fast dash to the left. Then jump over the ice cushion, slide under the barrier, and immediately jump to safety on the next ledge (U). (Don't be surprised if this little maneuver costs you several Lives. If you stop at the wrong spot, you'll be squished. If you jump too quickly, you'll be spiked.)

Handling the next ledge (V) is even harder. Like the ledge below, it contains a pair of bouncing barriers, an ice cushion, and a row of spikes above. Keep all jumps low—and good luck!

Beyond the second barrier is another floating platform (W). Hop on for a fast descent to the bottom. If you wait until the last moment before jumping off (X), there's a big point bonus in it for you!



Super Secrets



Figure 4.10 Level 4 contains a Warp Zone that will carry your Toad to Level 6.

There's a trick to riding the floating ledge (T) shown in Figure 4.10. As you ride it, each time you jump, the ledge stops falling and rises a little! Keep jumping until you reach the top and the Warp Zone shown above appears. You can also use this bouncing trick to easily grab both point bonuses and then bounce back up to a height where it's safe to jump off. (The floating ledge at W works the same way.)

LEVEL 5: SURF CITY

Surf's up, dudes! But a Battletoad can't ride just any old surfboard. Their special Space Boards spend most of the time hovering just *above* the water. (It cuts down on the spray.) Like Level 3, most of this level is clear of enemies. But there are plenty of obstacles for you to deal with—including logs, whirlpools, and floating mines! Although Level 5 is short, the water moves fast.



General Playing Strategies

- ❖ You can't jump in this level, but you can move backward and forward as needed.
- ❖ There are two types of floating logs: fixed and moving. To avoid the logs, steer to one bank or the other. If you bump into two logs, you'll have to restart the level.



Playing Tips

The first several logs are fixed in place. Steer around them.



Figure 5.1 When you see the moving logs, quickly decide whether you'll pass each one on the top or bottom, and then move to that bank. Move backward and forward as necessary to slip past the log when an opening presents itself.

Immediately below the log section, you'll spy a 1-Up suspended above the water. If you don't hit it as you jump, you can kiss it good-bye.

The whirlpools can damage your Toad. Take your time and steer around them. (They're the easiest obstacles to avoid in the level.)

At the mid-point of the level, you'll be deposited on dry ground. Here come the Vaders again—only this time there are *four* of them!

After dispatching a couple of Walkers and munching some flies (or—in the Genesis version—*trying in vain* to munch some flies), Big Blag arrives on the scene.

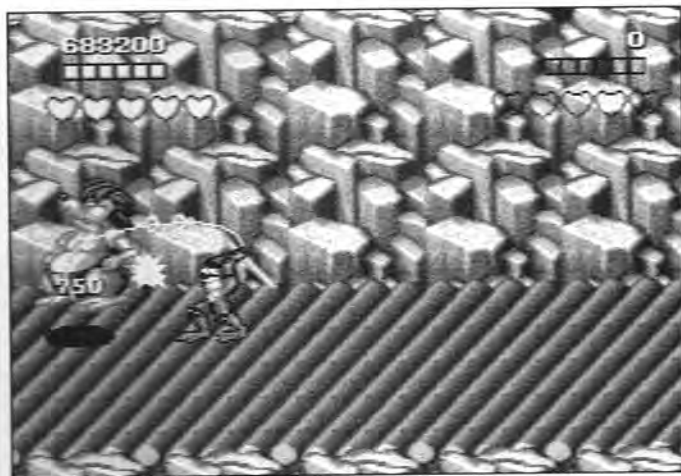


Figure 5.2 If you still have a Walker's leg in hand, Big Blag is a snap to beat. Drive him to the left or right edge of the screen and bust his chops. If the Attack button on your controller has a rapid fire setting, this encounter will pass very quickly.

If you *don't* have a Walker leg as a weapon, you're in BIG trouble! Big Blag launches airborne attacks that will leave you flat, and he lashes out with his tail when he's on the ground. Get your punches and slams in when there's an opening. It can take several Lives to finish him off.

In the Genesis game, the mines maintain a reasonable distance from one another. In the NES game, on the other hand, their movements are more random—making it much harder to avoid them.

Each water section in the second half of the stage ends with a ramp placed in the center of the stream. Miss the ramp, and you'll lose a Life.



Figure 5.3 These floating mines are deadly! Pick a hole and steer through it without touching the mines.

If you hit the second ramp and keep your eyes open, you may be able to collide with another 1-Up that's floating at the start of the next area.

➡ **Genesis tip:** Toward the end of the mined sections, the safest spot is along the bank at the bottom of the screen.

Super Secrets

Lure the second Walker to the right side of the screen and destroy it there. Leave its leg lying on the ground. Then if Big Blag demolishes the Walker leg you're holding, you can use the spare leg to get back in the fight.

Although it isn't strictly necessary, you may be able to save a few Lives by using a controller with slow motion in the Space Board sections of the level.

LEVEL 6: KARNATH'S LAIR

Odd . . . You don't usually see Toads fraternizing with snakes. In Karnath's Lair, however, the only way to get out of the four pits is to leap from one snake to the next until one carries you within jumping distance of the exit hole.

Although the snakes have no intention of snacking on you, their circuitous routes are designed to smash your frail body against one of the many strategically-placed spikes. Timing and accurate jumping are essential here.

If you need a little extra help, check out the pit maps. Each snake's route is numbered. The numbers represent the order in which the snakes appear, as well as the order in which you will ride them. Letters are key locations referred to in the Playing Tips.

General Playing Strategies

- ❖ There are no enemies in Karnath's Lair. The only thing that can hurt you (in fact, it'll kill you) is touching a spike.
- ❖ Riding horizontally on a snake takes no special effort. If you're there, you're riding.
- ❖ When a snake travels up the screen, however, you must press the Jump button and left or right on the control pad to catch a ride.
- ❖ As one disappears into its hole, the next one makes its appearance.
- ❖ The tip of a snake's tail is not solid. If you wait until the tip is beneath you before jumping to the next snake, you've waited too long—you'll fall through the tail. When it's necessary to

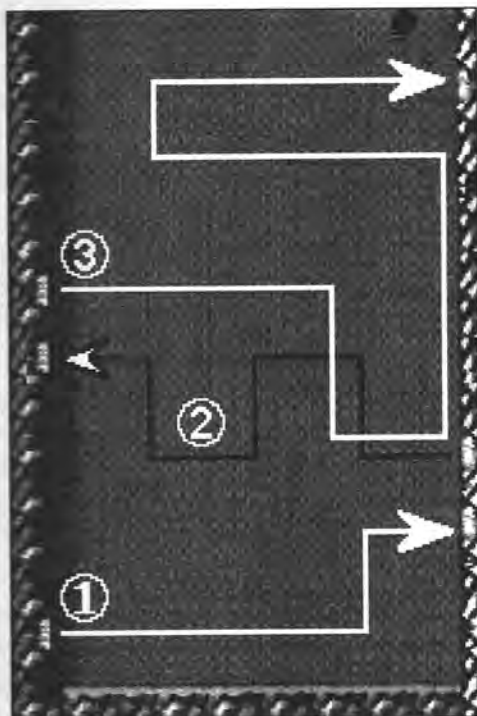
wait until the last moment before making your move, jump just before the tip moves under you.

- ❖ To catch a ride on the next snake, the usual procedure is to ride the current snake to its hole, wait until the tip of the tail appears immediately behind you, and then jump up or drop down, as appropriate. Note, however, that there may be exceptions to this general rule.
- ❖ You can use the control pad to govern the direction of each jump. Press up and the Jump button to land on a snake above you. Press left when you hit the Jump button to make a lateral jump to the left, for example. This technique is particularly important for the many jumps where excess height will result in a spiked Toad.
- ❖ Another useful tactic is *backpedaling*. Rather than go where the current snake takes you, it's sometimes helpful to stay in one spot as the snake moves horizontally beneath you. If you run in the opposite direction of the direction in which the snake is traveling, you'll stay in the same spot. (Instead of rushing headlong into a spike, you can backpedal a bit to gain a little more jumping room, for example.)
- ❖ Some pits contain ledges. If you miss a jump, try to fall onto a ledge. Since the snakes travel continuously, all you have to do is wait for the next one to pass your way and then continue your journey. Thus, other than a little time and effort, you haven't lost anything if you land on a ledge.





Playing Tips: Pit 1

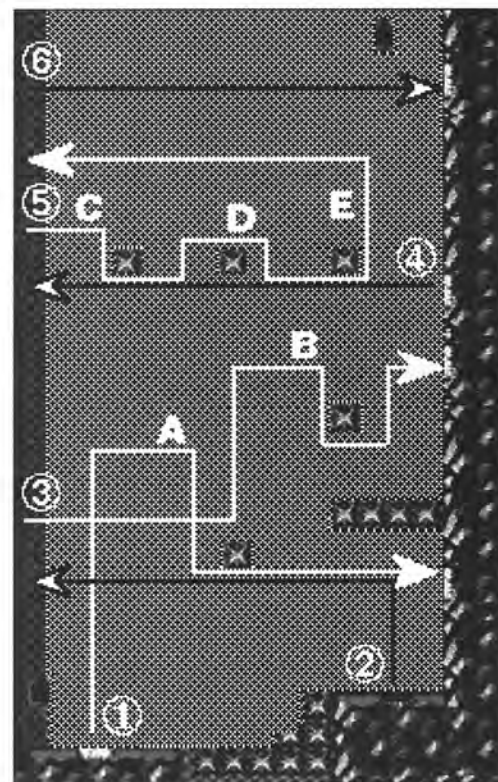


Pit 1 is a practice pit. There are no spikes to hurt you. Since there's no time limit in this pit (or in any other pit, for that matter), take whatever time you need to master the basic maneuvers: snake riding and jumping (both vertically and horizontally).



Playing Tips: Pit 2

At the top of Snake 1's path (A), most players will assume that they're supposed to drop over the side and then immediately jump to clear the single spike. It may be possible, but this is definitely the hard way. Instead, when you reach (A), jump to the right. You'll avoid the spike and land on Snake 1's back.



Let Snake 1 slide out from under you, depositing you on the ledge below. Hop onto Snake 2. When the single spike appears up ahead, jump over it and finish the ride. Jump up to catch Snake 3.

At the top of Snake 3's run (B), make a small lateral jump to the right to avoid the spike. Be sure to jump sideways rather than up; that is, press Right on the control pad as you jump.

Snake 4 is shorter than the average snake. Three tiny hops will take you over the spikes. Don't jump too high, or there may not be a snake to catch you when you land.

Although it looks easy, Snake 5's route can make or break Pit 2. To avoid the spikes, you have to make three consecutive jumps—from (C) to (D) to (E). The critical jump is the last one. In

the Genesis game, it's easiest to accomplish this jump before Snake 5 has turned to the left to head into its hole. Try to make the jump when it is moving up-screen.

A hop straight up should place you squarely on Snake 6's back. It's a straight shot to the exit.



Playing Tips: Pit 3

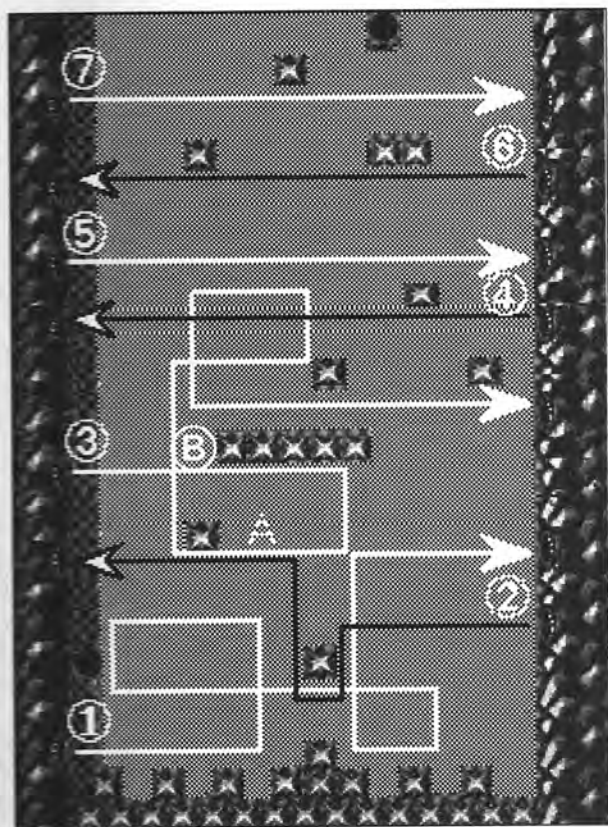


Figure 6.1 Ride Snake 1 up to the top of its path, and then backpedal to maintain your position at this spot. When the tail passes beneath you, drop down onto the snake's body and hop over the spike.

Drop down onto Snake 2. When it heads down-screen, jump left to connect with it again. (In the NES game, you should backpedal a bit before making this jump.) At (A), make a small jump to the left to clear the single spike. Jump up to catch Snake 3.

When Snake 3 leaves its hole, jog in place at (B). Soon the snake's head will appear and carry you up the screen.



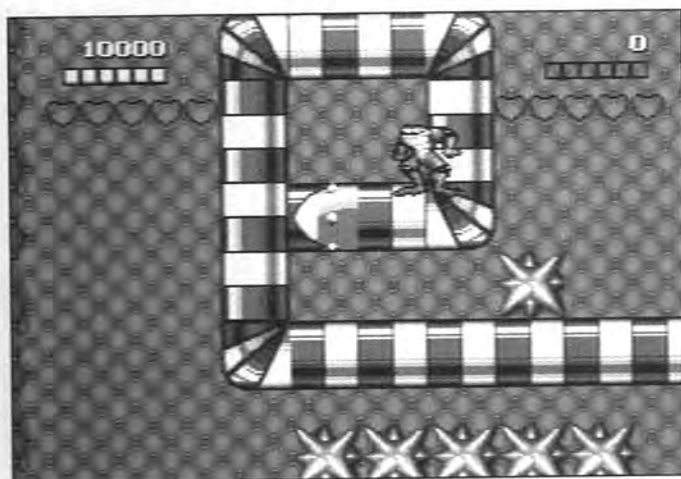


Figure 6.2 Stay in this loop within Snake 3's body. When the tail passes under you, drop onto the body, and make two small hops to the right—clearing each of the spikes. Jump up to catch Snake 4.

Snake 4 is extremely fast. Be prepared to jump to the left the moment it comes out of its hole. When the snake enters its hole, jump up to Snake 5.

Snake 5 is a free ride. Just hang on for dear life. At the end of the route, jump up to Snake 6.

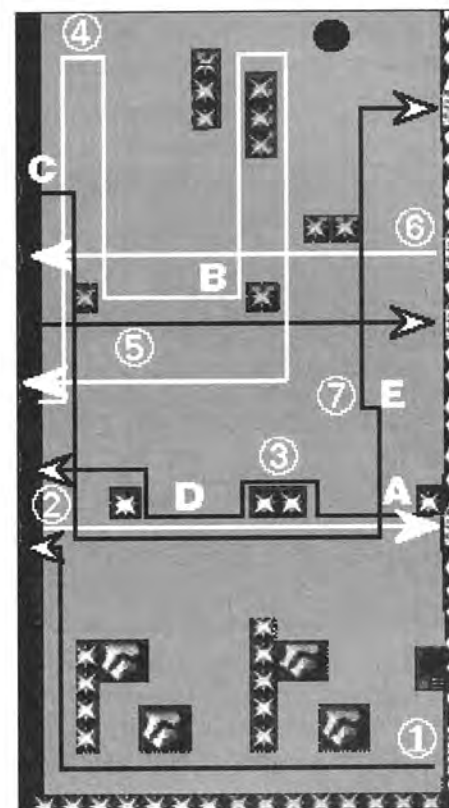
As long as you remember that there are *two* jumps on Snake 6's path, you'll do fine. There's no time to pause and think—just react!

To finish Pit 3, leap over the spike and then make a second jump up into the exit hole.



Playing Tips: Pit 4

Snake 1's path is a little unusual. There's no room for a rider! At the start, jump onto the first boulder to your left. Continue jumping from boulder to boulder until you land on the fourth one. A



final short hop and you can connect with Snake 1 again—just before it enters its hole. Although dawdling can cost you a Life, there is no need to rush.

Snake 2 comes out of Snake 1's exit hole. Two jumps will take you over the spikes. Unlike most other snake exit holes, you cannot mash yourself up against the wall on the right—a spike is in the way. Jog in place at (A) until the very last moment and then jump high. If your timing is good, Snake 3 will appear beneath you when you land. (It takes a lot of practice to master this move. Making small side-to-side movements as you come down sometimes helps slow your descent.) If your timing is off, your Toad will drop like a stone. Try to land on one of the boulders, or you'll be minus a Life.

Assuming that you connect with Snake 3, the ride is a simple one. The snake's body protects you from all the spikes you'll encounter.

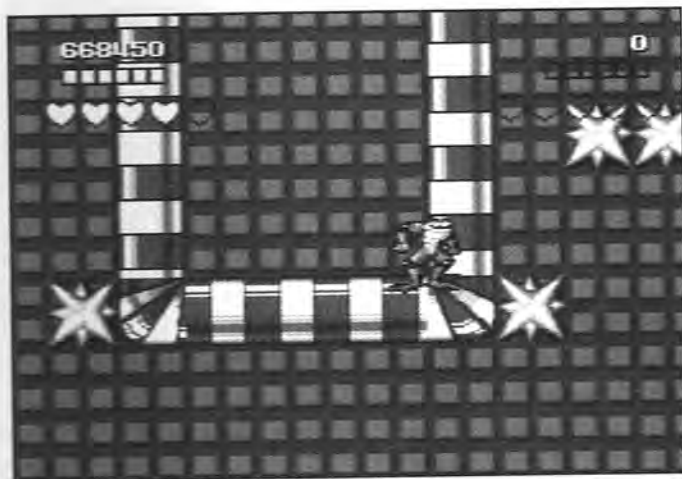


Figure 6.3 Ride Snake 4 to the top of its path and then drop over the side. (In the NES game, before dropping, backpedal at the top of the loop to give the snake a chance to move into position.) Your Toad will come to rest in the position shown here (B).

Stay at (B) until the end of the snake's tail approaches. Then quickly jump up onto the snake's side, ride for a second or two, and then drop off. You should land on Snake 4's back. (The "dropping off" is the hard part. Don't let the snake carry you into the spikes above.)

➡ **NES tip:** When dropping off the side of Snake 4 to avoid the spikes overhead, be sure to pull hard to the right as you fall.

The Snake 5 ride requires two precise jumps. The first comes immediately after you land on the snake. Backpedal a little to give yourself some jumping room. The second jump is a lateral jump. Press right on the control pad to jump to the side. If you get too much height, you'll ram into the spikes above.

Snake 6 is a little easier. A long lateral jump is needed to clear the pair of spikes.

Snake 7 is the last snake you'll have to deal with—and it's a lulu! At the start of the ride, it abruptly heads down-screen. Stay on as long as you can and then jump to the right—landing between the spikes at (D). Then jump to clear the pair of spikes. When Snake 7 heads up-screen, you'll be riding on its left side.

A problem presents itself. If you check the map, you'll see that Snake 7 passes by a pair of spikes further up the screen. If you're still hanging onto the snake's left side, you're dead! When the snake jogs (E), you must switch to its right side.



Super Secrets

There's a Warp Zone in Pit 2. (This one takes you to Level 8.) To reach it, ride Snake 1 to the top of its path and quickly leap to the right. If you're fast enough, you should land on the ledge from which Snake 2 normally appears. The Warp Zone is on this ledge.

LEVEL 7: VOLKMIRE'S INFERNO

The layout of Level 7 parallels that of Level 3. After an introductory section in which you take on a small army of rats, you must hop into a Jet Turbo and attempt to navigate through several obstacle courses filled with meteors, missiles, and force fields. Because of the tight spacing between force fields in the NES game, you'll have a hard time getting through this level. A controller with slow motion will easily carry you through the Genesis version of this level.

General Playing Strategies

- ❖ **NES tip:** The enemies aren't particularly dangerous in Level 7. You'll lose more Lives due to your own miscalculations, such as missing jumps between islands, falling off logs, and crashing into obstacles in the Jet Turbo.
- ❖ **Genesis tip:** The enemies *are* the dangers in the Genesis version of this level.
- ❖ The first two race courses aren't too difficult. If you're having trouble with them (or the ones that follow), try a controller with slow motion.

Playing Tips

- **NES tip:** Rat attacks often come from both sides. If you find yourself getting caught off-guard by rat pairs on the right side, start each assault by first smashing the rat on the left.

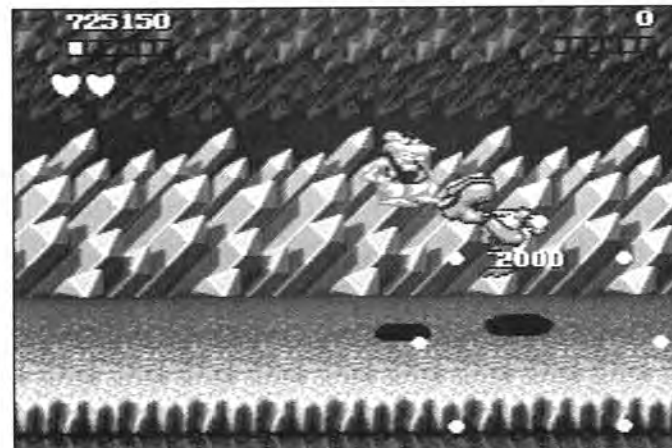


Figure 7.1 Your toad is at full power in the opening scenes of Level 7. Every punch is a Smash Hit, so clobber those rats!

- **Genesis tip:** Don't get too close to the sides of islands when launching a Smash Hit. It isn't worth losing a Life (by falling off the side) just to clobber a rat.

When hopping from island to island, jump from near the back of the island.

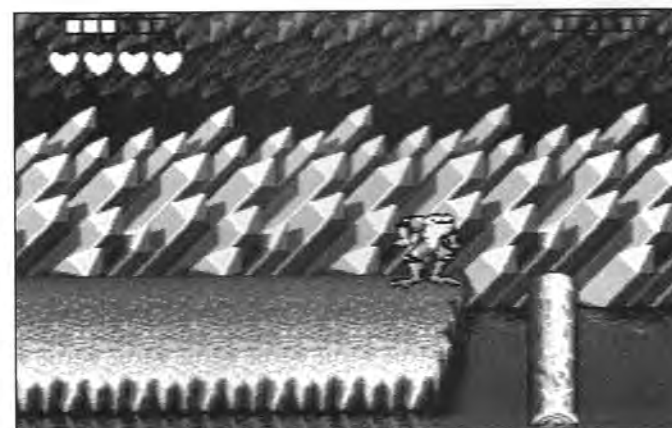


Figure 7.2 **Genesis tip:** Step onto the logs. When it's time to get off, jump — don't just step off.

➔ **NES tip:** Jump on and off the floating logs. Simply stepping off in either direction — as suggested for the Genesis version — is a fatal mistake!

Don't rush blindly into the Rat Rockets. They appear from both sides of the screen and are preceded by a warning clarion. Move slowly to the right to avoid a surprise attack. Then launch a series of Smash Hits.

More Vaders! Handle them as you did the others. (If you've forgotten the procedure, see Level 3 for details.)

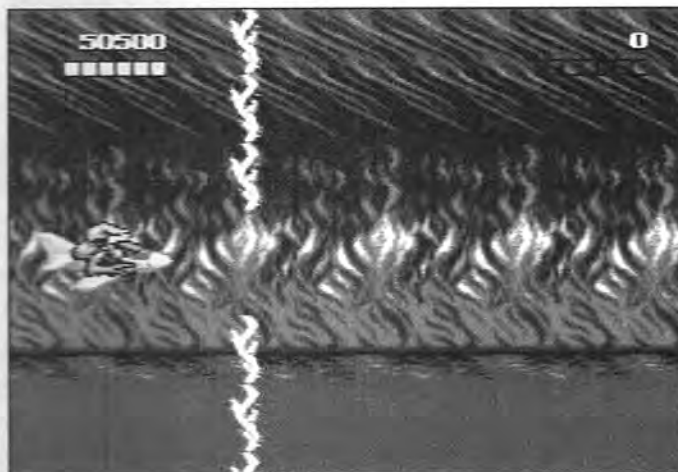
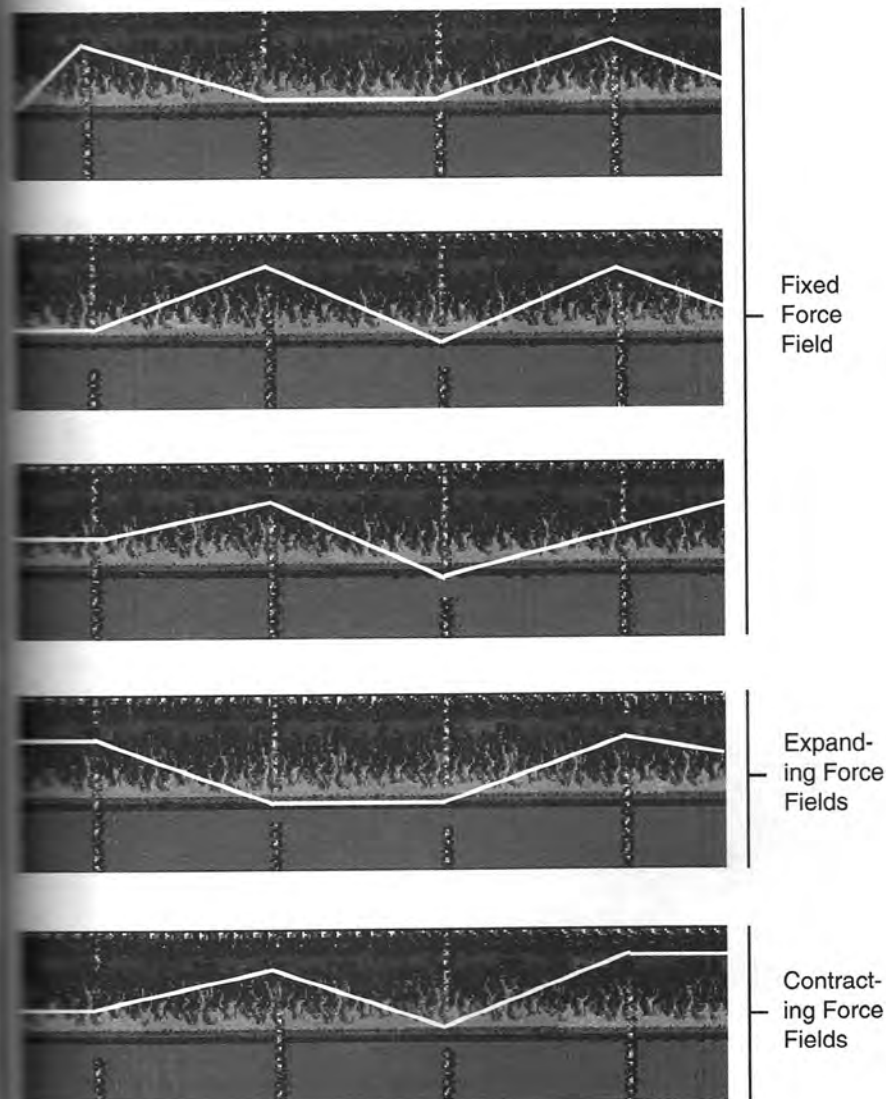


Figure 7.3 There are three types of force fields in the first jet course, and the fields are presented in groups of four. The first three sets of four are fixed in place. Ones in the fourth set expand as you approach them. Members of the fifth set contract as you get close. (You only need to rush to get through the last set.)

Stay far to the left when tackling the fixed and expanding sets of force fields. You'll have to move farther right to make it through the contracting force fields.

Memorizing the locations of the force field openings is key to completing this part of the level. If you're having trouble, study



Map 1: The First Set of Force Fields

Map 1. (Note: All maps in this level are based on the NES game. However, you'll find that the placement of force fields in the Genesis version is almost identical.)

Course 2 is studded with fireballs (*or maybe they're comets*). Steer to avoid them, and try to hit the 1-Up that's floating in the center of the screen near the middle of the course.

Throughout Course 2, you'll do best if you stay on the far left side of the screen.

In Course 3, you'll have to dodge missiles launched from the bottom and top of the screen. If your reflexes aren't in top condition, a slow motion controller makes this task easier.

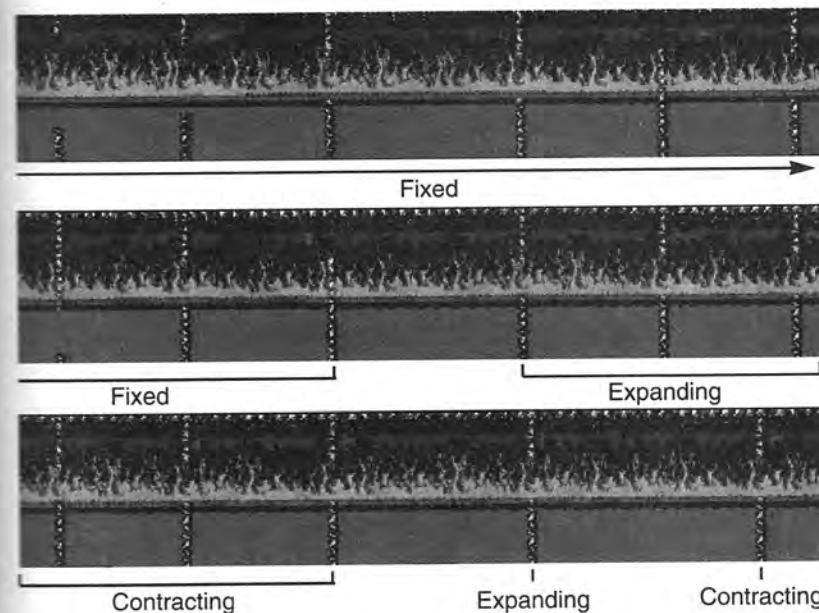
Stay away from the sides of the screen in Course 3. You'll need room to dodge the missiles.

In the NES game, there's a 1-Up near the top of the screen at the end of Course 3. Chances are good, however, that you'll be too worn out from dodging missiles to do much more than notice it as it flashes by. In the Genesis game, the 1-Up is closer to the middle of the screen and is much more attainable.

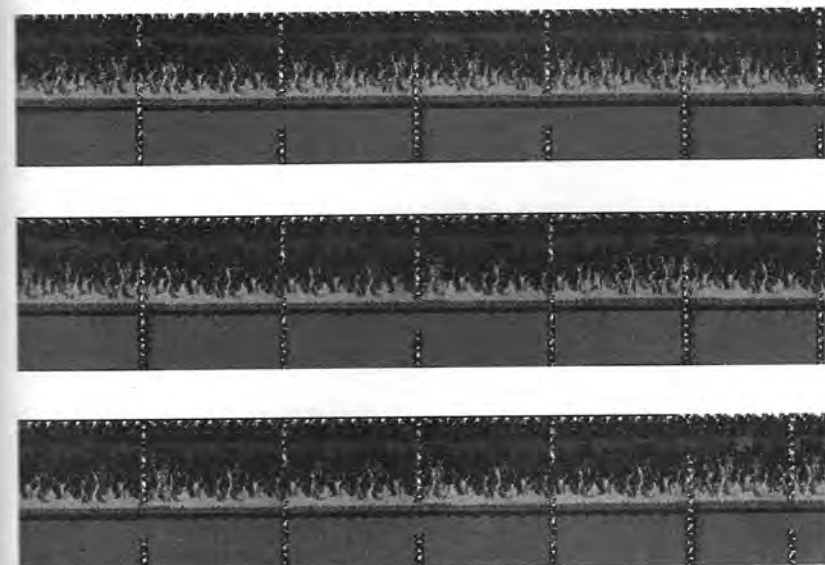
Course 4 pits you against another series of force fields. This time they're grouped in sets of three and are even closer together. Even slow motion won't save you if you don't know exactly where the final force fields are placed. See Map 2 for the details.

When approaching the contracting force fields in Course 4, you must steer for the opening in the field before it appears on-screen.

Course 5 works the same way as the Speeder Bike courses in Level 3. All fields are fixed in place and are flashed on-screen shortly before they solidify. When you see an upcoming force field, align your jet with the opening and cruise on through. For additional help, refer to Map 3.



Map 2: The Second Set of Force Fields



Map 3: The Final Set of Force Fields

LEVEL 8: INTRUDER EXCLUDER

Level 8 is the shaft leading to the Gargantua's entrance. Scale this tower, defeat Robo-Manus, and you may yet confront the Dark Queen. (Don't get too excited. You're nowhere near the end of the game. There are still several levels to go!)

General Playing Strategies

- ❖ An Electro-Gap is a pulsating band of electricity in the gap of some moving ledges. Wait until the electricity temporarily shuts off before attempting to leap up through the gap.
- ❖ The best way to hit the moving platforms — and save some Lives — is to jump when they're moving toward you. If you jump when they're moving away, there's a good chance that the gap will be beneath you when you land — rather than a nice, solid girder.
- ❖ Some stationary ledges are difficult to jump onto — particularly those that are directly overhead. To reach them, you must use a looping jump. Jump using a smooth out, up, and back motion — clockwise when jumping to the left and counter-clockwise when jumping to the right.
- ❖ You can occasionally get a glimpse of what lies ahead by jumping straight up. The screen scrolls to match your new height.
- ❖ Always keep an eye on the bottom of the screen. Ledges below you that are no longer in sight cannot safely be dropped onto. Fall with nothing below you, and you'll usually lose a Life. (The Genesis game, however, has some exceptions.)
- ❖ One whiff of a Gasser's fumes is deadly. Since you can't duck under the gas, wait for a pause before moving toward or past a Gasser.

Playing Tips

Start the level by ripping the pipe off the wall. It makes a dandy club! (If you lose the pipe, keep your eyes peeled for others.)

The only way to take out a Sentry-Drone is to punch, kick, or otherwise whack it good! If you duck, you can avoid the electric jolts it emits. (Of course, it's also okay to evade a Sentry-Drone.)

The only defense against the rolling balls is a good thump with a club. Your kicks, punches, and Smash Hits are useless. A better approach, however, is to jump over the balls. In the NES game, it usually takes three accurate jumps to clear the balls and one more jump to reach the ledge above. (If you're really fast, you can make it over the balls in *one* jump in the Genesis game. Be sure not to pause as you scale the three tiers.)

If you lose a Life in this area, you'll return to the spot just before the rolling ball scene. You may want to hop down to the ledge below and grab a new pipe.

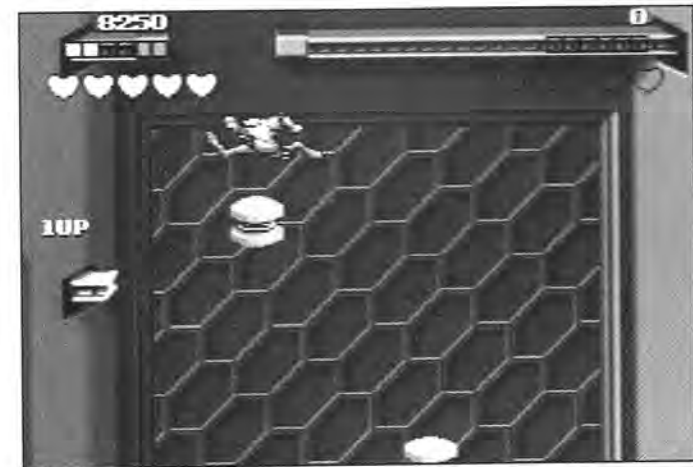


Figure 8.1 This 1-Up is attainable, but getting it can be dangerous. Jump onto the highest springboard and then jump off towards the 1-Up — pressing hard to the left. After grabbing the 1-Up, jump back to the high springboard and wait for a gap to present itself in the ledge above.

The springboards are the only way up. Hop on and press the Jump button.

✦ **NES tip:** Leaping Snotballs! If one lands on your head, shake hard to get rid of it before it wastes your Toad.

If you still have a pipe, you can smack the Snotballs. (In the Genesis game, the Snotballs aren't much of a threat—with or without a pipe in hand.)

When approaching the next Sentry-Drone, you have to hop from ledge to ledge while avoiding the zaps. Rather than battle the Sentry-Drone, it's safer to just leap over it onto the ledge above. (If you have a pipe, however, you might as well use it.)

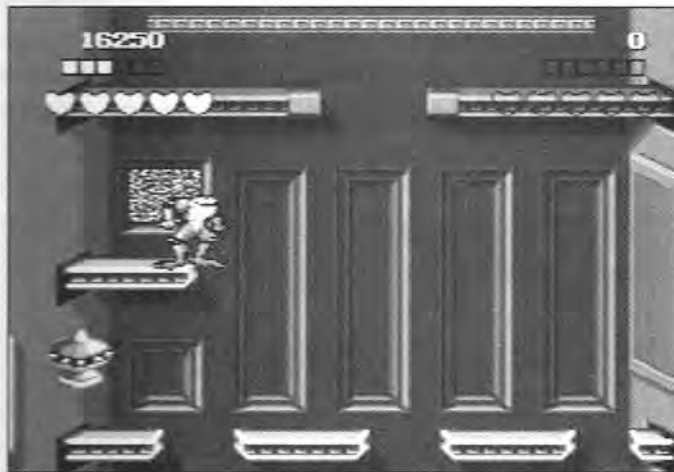


Figure 8.2 *Genesis tip:* The leap to the ledge above can be lethal. Rather than jump to the right as you'd normally do, jump up and loop back to the left.

After passing a couple of fast-moving ledges, you'll encounter a pair of stacked Sentry-Drones. Right after each one fires, quickly leap onto its ledge, duck to avoid the next jolt, and then turn off its lights! (You may find that punching it the second you land is equally effective.)

Be ready for the appearance of a pair of flies. Extra energy is hard to come by. (The flies won't appear in the Genesis game until you jump. Make a small upward hop.)

✦ **Genesis tip:** The Gasser's gas can reach the springboard. Be very careful when selecting the moment to hop on.

✦ **NES tip:** Quickly move from the springboard to the ledge above, and then run to the left. When the Sucka stops blowing, you can continue your journey.

✦ **Genesis tip:** Surprise! In the Genesis game, the same Sucka draws in air instead of blowing it out. When it pauses, jump to the next springboard.

Wait until the next Gasser's gas has dissipated, and then leap to the ledge above. Duck immediately to avoid a zap from the Sentry-Drone. You'll have to creep slowly toward the Sentry-Drone until you're within clobbering range.



Figure 8.3 Here's an interesting situation—a springboard protected by a Gasser. And the air bubbles above (visible only in the NES version) indicate that there's a Sucka waiting for you, too. When the Gasser pauses, you can forge ahead.

Oops. . . There's a second Sucka. Don't wait for it to switch back on. Just hop to the ledge above it. (Think carefully. Do you really need that 1-Up?)

Wait until the pair of Suckas pause before moving past them. Then go for the springboard.

✦ **Genesis tip:** It's easy to get caught in a Sucka's draft. Jump in the opposite direction to keep from being pulled into the blades.

✦ **NES tip:** To succeed in the next area, you must hop from the moving ledge to the platform and then to the moving ledge above it without getting gassed. (If you're reasonably fast, you'll discover that this is easier than it looks.)

If you can make it past all the Electro-Gaps in the set of ledges above, you'll reach the top tier of Level 8. Take your time.

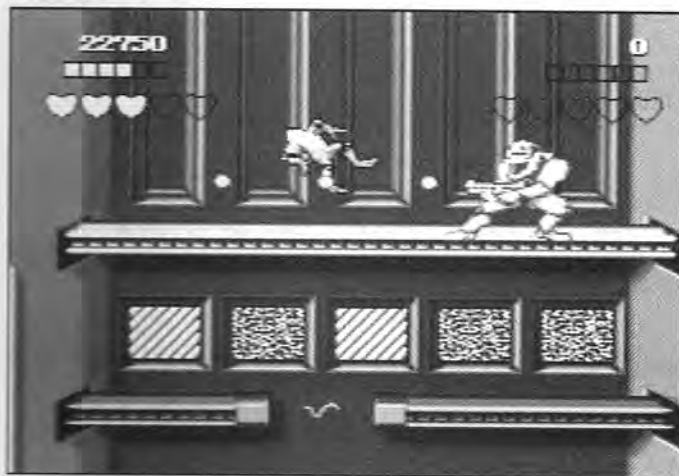


Figure 8.4 Robo-Manus' machine gun will make life hard for you if you stick your head up at the wrong moment. And — if you get too close — his big feet will flatten you.

✦ **NES tip:** Punch whenever Robo-Manus gets close. The only time that it's safe to use Smash Hits is immediately after losing a Life. (You're invincible then.)

Super Secrets



Figure 8.5 If you run back down to this ledge, you can smash every ball that appears. There's no risk and you can use this trick to amass big points. The problem, however, is that you're almost certain to forfeit a Life when you stop clubbing the balls and try to move forward.

You can gain a bigger advantage from the previous tip by using a controller with *automatic fire* (such as the NES version of the Competition Pro from Happ Controls). Move your Toad into smashing position, and then set the Attack button for automatic fire. As an alternative, you can put something heavy on your controller's Attack button after setting it for *rapid fire*. With my controller, I gained an extra Life every five minutes! You should note, however, that the score stops advancing when it reaches 999,990—at least it does in the Genesis game.

✦ **NES tip:** If you jump immediately toward the Snotballs, they'll move away from you.

✦ **Genesis tip:** One of the best attack strategies for Robo-Manus is to chase and punch him each time he lands. He always pauses for a second before he opens fire.

LEVEL 9: TERRA TUBES

Think of the Terra Tubes as being divided into four zones: Mechno-Droids, Krazy Kogs, Water 1, and Water 2. Each zone contains several mini-trials. Fail at any one of them, and you return to the start of the zone. As a result, this is one of the most frustrating levels in the game.

General Playing Strategies

- ❖ The level is littered with spikes. Even the slightest contact with one will force you to restart the current zone.
- ❖ To make better time in tubes that are partially filled with water, you can hop.
- ❖ To make your Toad rise in any underwater area, press the Jump button.
- ❖ Believe it or not, your Toad can punch while swimming. In fact, if you press the Attack button, he switches into a fighter's crouch while maintaining his position in the water. Most water enemies, however, are better avoided.
- ❖ If you decide to duke it out, it takes two punches (Nuclear Knuckles) to eliminate an Electra-Eel and two to four punches for a Hammerfish. Duckies can only be stunned.
- ❖ *Genesis tip:* Electra-Eels can only be safely attacked when they are snake-shaped.
- ❖ In the NES game, sharks cannot be destroyed. In the Genesis version, they can be killed if you hit them four or five times.
- ❖ Keep an eye on the circular ports in the underwater areas. Aquatic enemies often emerge from them.

Playing Tips

Mechno-Droids are the guardians of the first zone. Duck to avoid their attack, and then close in fast—striking with a flurry of punches or a Smash Hit. (Smash Hits work well in the NES game, but are difficult to execute in the Genesis version.)

❖ *Genesis tip:* The Mechno-Droids can sometimes get turned around as a result of your punches. Depending on the direction they end up facing, you can either sneak past or smack them from behind.

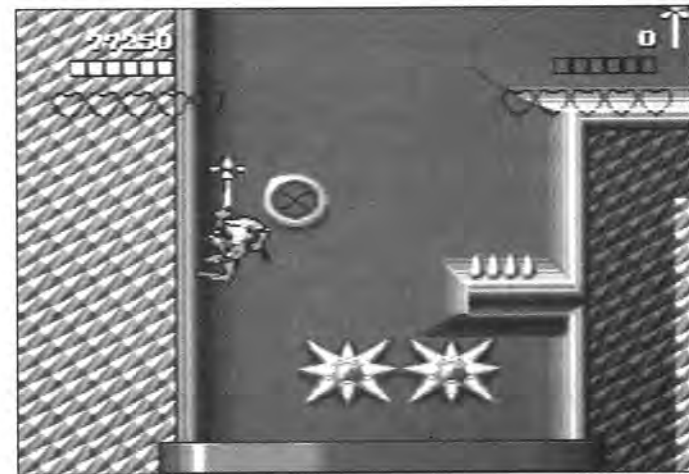


Figure 9.1 If you steer carefully, this tiny helicopter-on-a-stick will take you right where you want to go. Go left and then right to avoid the spikes.

Your Toad is pretty sluggish in the water. (He's not a *frog*, you know.) Take this into account when attacking the water-borne Mechno-Droids.

One more helicopter ride, and you're done with the first area. Veer to the left and then hard to the right.

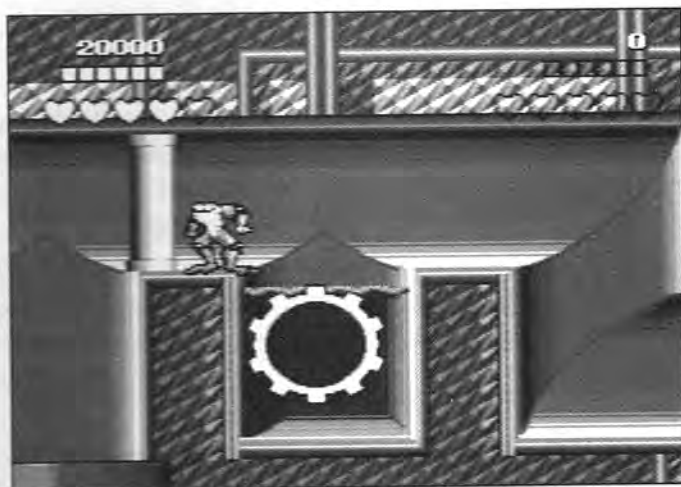


Figure 9.2 Unless you know exactly where you're going, the Krazy Kogs will flatten you. To elude the first one, leap over this water pit at the end.

At the start of the second Krazy Kog run, steer hard to the right, left, and right again to avoid the spikes as you fall. When you come to the dead end, jump up and the Krazy Kog will smash into the wall.

The third Krazy Kog race makes the first two seem like leisurely strolls. You must get past the pair of steps in one diagonal leap. Don't fall into the pit at the end of this run!

In the final Krazy Kog run, spikes have been placed at the bottom of every strategic pipe. As you make each drop after the first one, pull back toward the near edge of the pipe.

There's a small area above and to the right of the last barrier. If you can jump into it, the Krazy Kog will drop into the pit and miss you.

Now it's into the water for you (the first water zone). Swim fast and you can avoid the first Electra-Eel.

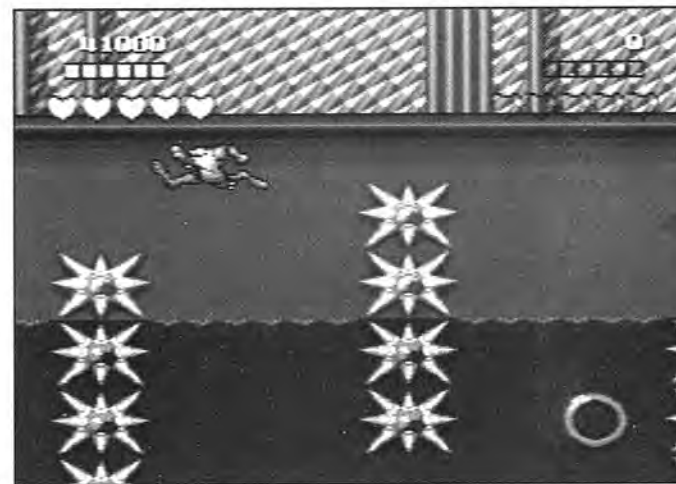


Figure 9.3 To clear this spike, press hard to the left as you jump. Watch for another Electra-Eel in this area. (In the Genesis version, you'd do well to lure the Electra-Eel to a point beneath you before making the jump.)

There's a Mechno-Droid waiting for you inside the dry pipe. Rather than risk a Smash Hit, jump up into the pipe, crouch down, and wait for the Droid to come to you.

The next area is loaded with tiny Hammerfish. The faster you move past them, the less likely it is that they'll bother you. If you're trapped, punching is an effective attack.

✦ **Genesis tip:** To avoid the first two Hammerfish, drop straight down out of the pipe where you encountered the Mechno-Droid and drop directly into the next pipe. (Press down to increase the speed of your descent.) Then move quickly to the right.

After vaulting out of the water, you'll enter another large tank. Take the low road.

✦ **Genesis tip:** Rather than try to swim past the Hammerfish in this tank, it may be better to pick your spot and make a stand.

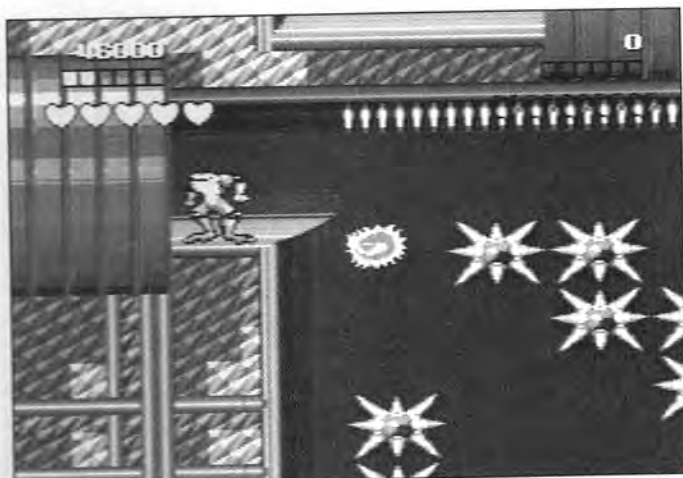


Figure 9.4 There's an Electra-Eel in the mouth of this pipe. If you just blunder ahead, you'll be very sorry!

There's another eel in the mouth of the next pipe, too.

✦ **Genesis tip:** You can avoid both eels by swimming quickly under them.

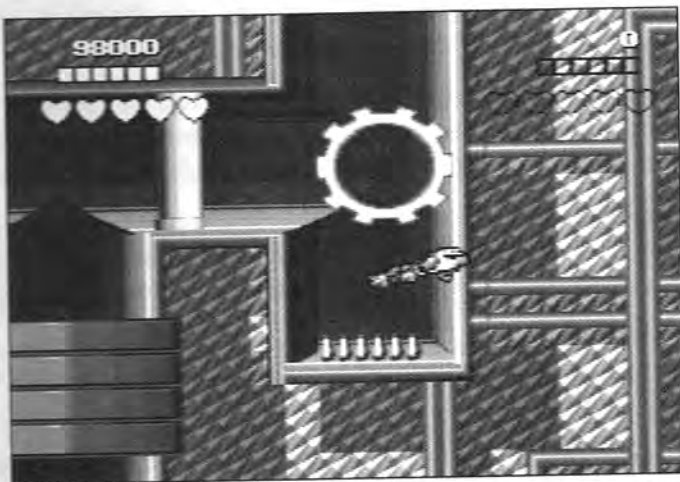


Figure 9.5 At the end of the first underwater race, drop down into this pit. Tread water to avoid the spikes and let the Krazy Kog eliminate the barrier.

Rush past the Toad-eating sharks, and you're home free. (If you're up to it, you can search the top of this area for a 1-Up.)

Guess what? You've entered another Krazy Kog zone. This time it's underwater, though. Instead of running, you'll have to swim for it (see Figure 9.5).

The second race will drive you nuts. Although the Krazy Kog will be close on your heels, if you can beat it to the spot where you must jump out of the water, you can work up a commanding lead.

When you drop into the waterless vertical pipe in the second race, pull hard to the left. Hop through the half-filled pipes to widen your lead, and then swim for it.

At the end of this Krazy Kog race, drop down into the spike-lined pit. As in the first race, the Krazy Kog will pass overhead and destroy the barrier.

Go up the tube and bear left. Punch the shark to stun it, hop over the spike, and grab the 1-Up.



Figure 9.6 Rubber ducks can be deadly, but they are vulnerable when attacked from behind. You can jump over them if you want to avoid a fight. In the Genesis game, you can fly right past this one.

♦ **NES tip:** To avoid the first duck, use the space to the left of the pair of spikes to make your jump. You can avoid the next duck, too, by luring it into the big open space and then jumping over it. The third duck, however, cannot be evaded. Punch it once to turn it around and then leap over it to safety.

♦ **Genesis tip:** You'll have to attack the second and third ducks to get by them. Get ready to put up your dukes!

It's into the spike tank for you, Toadface. You'll have to deal unkindly with the pair of fish that stand between you and the exit—a Hammerfish and a shark. If you don't, they may smash you into a spike rather than just nibble on your toes.

The lone yellow Hammerfish is best handled on the floor of the tank in the area between the first two sets of spikes (NES) or before the first set of spikes (Genesis). Better here than in the tank above!

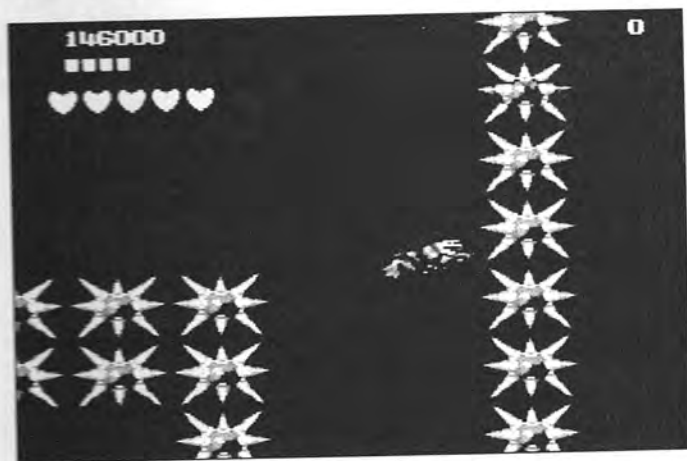
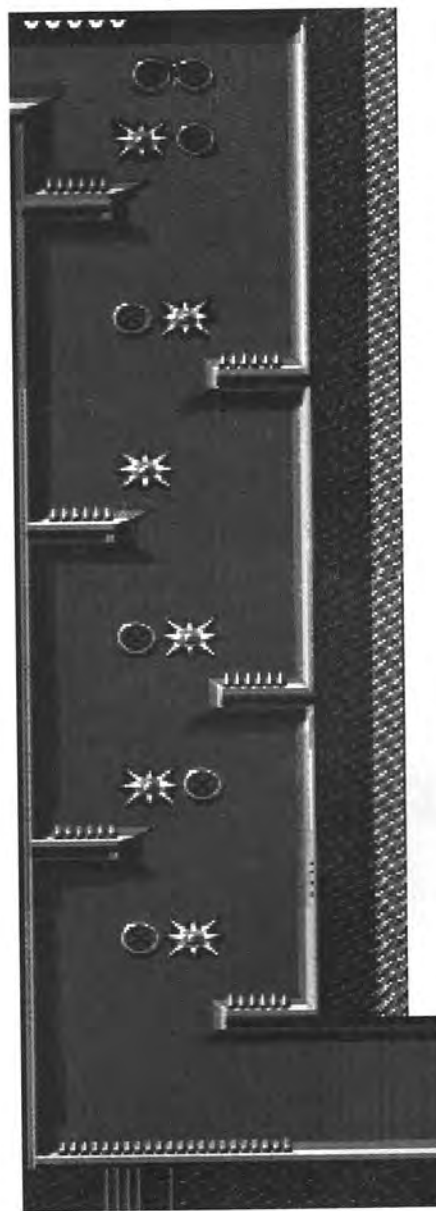


Figure 9.7 Lower yourself carefully into this area. Any of the fish that haven't already been defeated will be waiting for you. And they'd like nothing better than to slam you into the spikes.

After fighting off any remaining fish, make your way to the right and out. There's one more ducky to hop past. Jump onto the ledge, but not past it. Spikes await.

Grab a helicopter-on-a-stick and steer your way out of this hellish level. Refer to Map 1 and select a route.



Map 1: The End of Level 9



Super Secrets

To improve your lead in the dry Krazy Kog races, tap the Attack button twice to make your Toad run. You can use this technique at the start of the third race, for example, to begin with a sizable head start.

At the end of the two underwater Krazy Kog races, you must drop into a spike-lined pit to avoid the crushin' Kog. To maintain your position in the pit—without getting squished or spiked—assume a fighting stance by pressing the Attack button.

LEVEL 10: RAT RACE

Level 10 consists of three rat races—just you and Giblet in a race to the death. In each race, you must defeat the enemies and avoid the traps while quickly navigating a maze of ledges. If you reach the bottom first, you have the privilege of kicking a box of dynamite and blowing Giblet back to the rat hole from whence he came. Win all three races and it's showdown time with General Slaughter—doesn't that guy ever give up?

General Playing Strategies

- ❖ When racing, be careful not to press Down on the control pad. Doing so causes your Toad to duck and kills his forward momentum.
- ❖ Although you can punch Giblet (in the NES game only), it doesn't help very much unless you catch him in a key spot. There are a few such spots in Race 2, for instance. However, a missed punch can often cost you enough time to make you lose the race.
- ❖ You may be able to improve your speed on straight-aways by double-tapping the control pad in the direction you want to run.
- ❖ Watch for holes in the ledges that form a pattern. In particular, you'll see several areas where a single diagonal jump can carry you past a bunch of ledges.
- ❖ To finish this and the other rat races, kick the dynamite box by pressing your Attack button.

- ❖ **NES tip:** Kicking the box takes longer in the NES game than in the Genesis version. It's also possible to miss the kick. Thus, to win the race, it's not be enough to simply beat Giblet to the box.

Race 1 Playing Tips

At the beginning of each race course, you can take your time. The race doesn't officially begin until Giblet is sighted — or until he sees you.

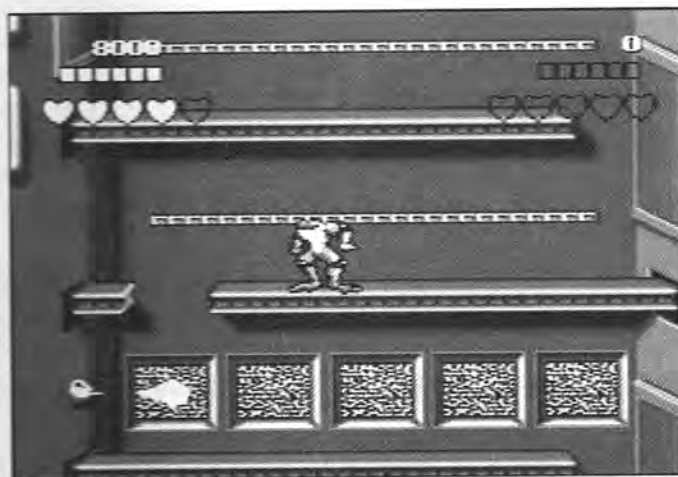


Figure 10.1 After eliminating the pair (Genesis) or trio (NES) of floating Sentry-Drones, there are four wall-mounted Gassers you must slip past. Wait above on each ledge, and hop down just before or after the gas has passed (so to speak).

Giblet takes an early lead, but it won't last long. If you're reasonably accurate with your moves among the remaining ledges, you should beat Giblet by a mile. (In the NES version, it may take you a couple of tries to master this race.)

Race 2 Playing Tips

There's a new move that you'll have to perfect if you hope to win Race 2. As you drop off each ledge, press the control pad in the direction you want your Toad to face when he lands on the next ledge. He can reverse directions in mid-air. It'll take every trick you can muster to beat Giblet.

The start of Race 2 is much trickier than the previous race. First, defeat the Sentry-Drones using the normal methods. Then follow the tip below for your particular game system.

❖ **Genesis tip:** After the first Gasser blows its evil mist, drop onto the tiny ledge to its the right, and then immediately drop through the next opening (past the next Gasser). It takes a bit of practice to perfect this move.

❖ **NES tip:** The two Gassers blow in unison. When one pauses, the other pauses. From the tiny ledge above, drop past both of them at the same time. You will land safely on a ledge above a Sucka. When it stops drawing in air, drop down again.

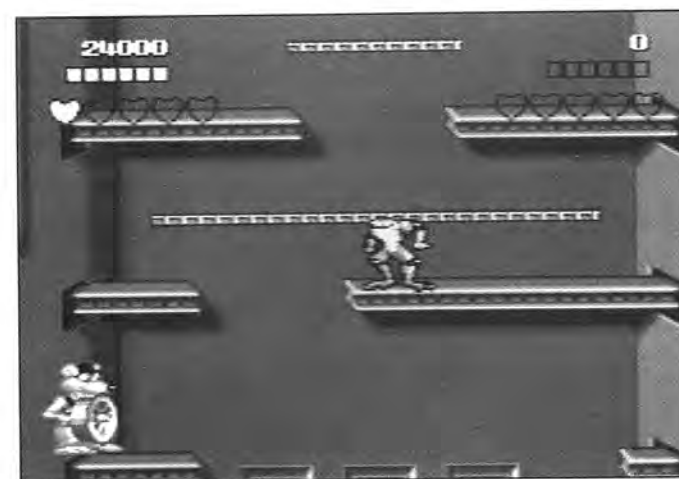


Figure 10.2 Here's Giblet! If you move too fast to catch him, the Gasser below will put a quick end to this race. Instead, wait a moment, and then push right when the gas clears.

✦ *Genesis tip:* To gain a little time, rather than wait for the Gasser, you may want to make a small jump toward it—keeping your Toad in motion.

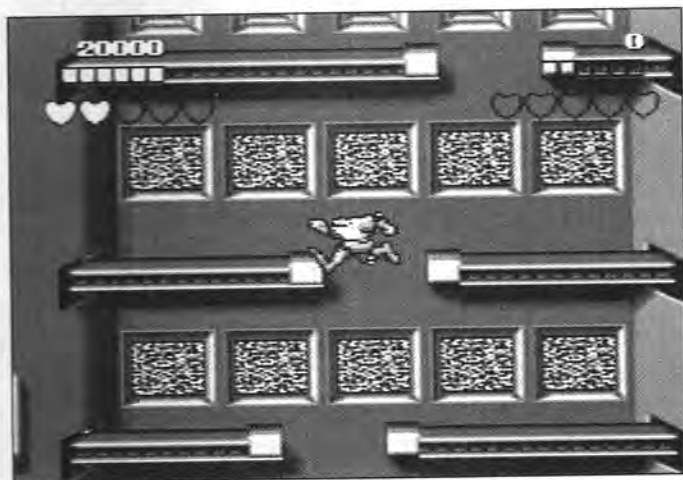


Figure 10.3 This series of moving platforms is normally a straight shot down. It's a nice place to pick up some lost time.

The next series of stationery ledges is your last chance to catch Giblet. Move quickly back and forth to catch as little of each ledge as possible. If you're successful, you'll finally see, catch, and—hopefully—pass Giblet.



Race 3 Playing Tips

✦ *NES tip:* The balls are much faster in the NES game. You'll have to jump up several times to avoid being run over. In fact, you should prepare to jump the instant this race begins. As in the Genesis game, when you reach the fourth ledge, the ball attack stops. However, your Toad must stand closer to the wall to be a safe distance from the Gasser.

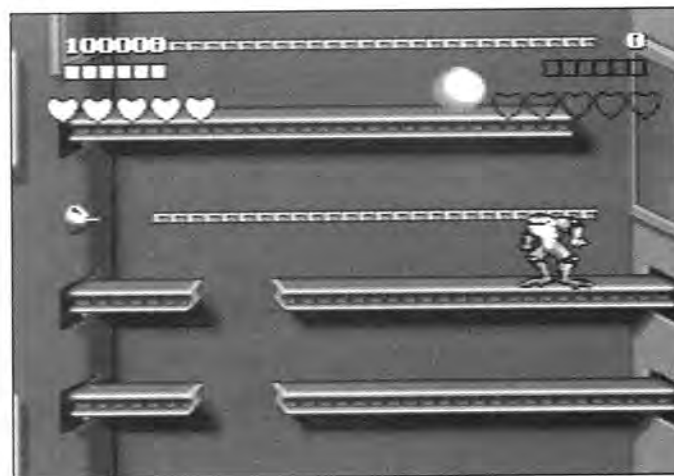


Figure 10.4 *Genesis tip:* Bouncing balls! Since you don't have a weapon, you can't defend yourself. Instead, run directly to the fourth ledge and stop at the spot shown here. The balls will crash harmlessly behind you. (Coincidentally, this is the exact distance you must maintain to avoid the Gasser's deadly fumes.)

When the gas disappears, drop through the three-ledge hole (shown in Figure 10.4 above). Wait for the fumes to blow by, and then drop down again. Repeat this maneuver for each of the four Gassers.

When you see Giblet below you, don't tarry. He'll start moving the instant you're in sight. As you drop through the Gasser's three ledges, turn to face the left so you can start moving the second you land.

If you take advantage of the series of long diagonal drops, you can move into the lead. Unfortunately, it will be short-lived. On the straightaways, Giblet is much faster than any Toad.

✦ *NES tip:* If you don't beat Giblet to the series of moving platforms, the race is basically over.

The final moving ledge at the end of the race contains an Electro-Gap.



Figure 10.5 General Slaughter's feet are firmly planted on the ground. And he's invulnerable to frontal assaults.

➡ **NES tip:** The trick in this version is to get General Slaughter to move from his starting position on the right side of the screen. Don't be surprised if it costs you a Life to get him in gear.

Super Secrets

➡ **NES tip:** After defeating the Sentry-Drones at the start of Race 2, you can drop right past both Gassers if you move quickly.

➡ **NES tip:** In Race 2, you can move past the Sucka and safely face the Gasser in a single motion just by changing directions with the control pad. Drop down, press Right, and press Left again.

There's only one effective attack strategy for handling General Slaughter. Each time he rushes toward you, jump over him, turn, and kick him from behind. Then move a safe distance away and repeat the maneuver.

LEVEL 11: CLINGER-WINGER

A new level and yet another new mode of transportation to master — the Clinger-Winger. The Clinger-Winger is a high-powered, anti-gravity, one-wheeled motor bike. Instead of sitting on it, the Toad grabs its control stick and is dragged behind at high speed. The Clinger-Winger's movements are directed by pressing on the control pad. To move right, you press Right on the control pad. To move down, you press Down, and so on. The buttons are not used in the race.

Although there are no obstacles for you to jump or swerve around, you are not alone. Hot on your heels is the Buzzball, an electronic spinning disc. If you slow down and allow the Buzzball to overtake you, the race is over — as is one of the Toad's lives.

Unlike previous levels, there is only one race in Level 11. If your Toad is defeated before reaching the end, he must restart at the beginning of the level. Quite a penalty for a single mistake, huh?

General Playing Strategies

- ❖ Selecting the right controller can make all the difference in Level 11. A joystick is a better choice than a handheld controller, for instance. The level had me stopped cold when I used a normal handheld controller. However, when I switched to the Sega Arcade Power Stick (for the Genesis version of the game), I was able to reach the end of the level on my second try!

Playing Tips

When the race starts, you should already be pressing Right on the control pad.

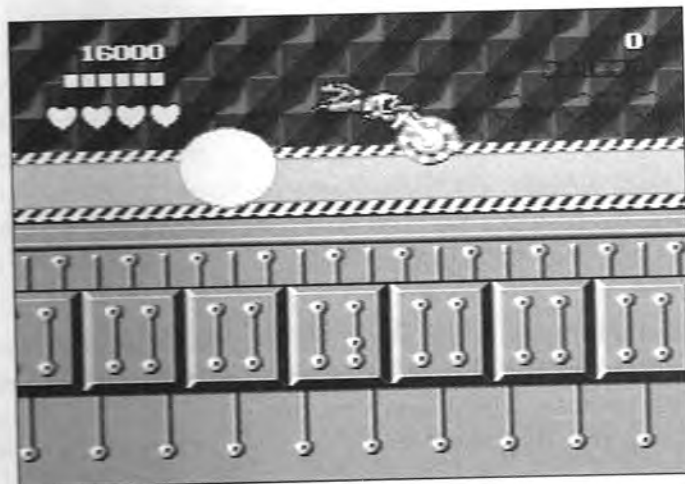


Figure 11.1 Here's Buzzball (just so you know what you're up against).

Accurate control pad manipulation is the only way to come out on top in this race. If you press the wrong direction at any time, your Toad will lose momentum. It's important to note that you must hold down the directional control for as long as you want to go in that particular direction rather than just pressing it once.

Inaccurate cornering is another way for you to lose speed. Always try to press the new direction at the precise moment when you hit the corner.

Regardless of the type of controller you're using, try to make all directional presses a straight Right, Left, Up, or Down. Diagonal presses will make you slow down.

At the end of the race, you'll abandon the Clinger-Winger and take on Buzzball in hand-to-orb combat. Don't let it run over you or catch you with a high bounce.

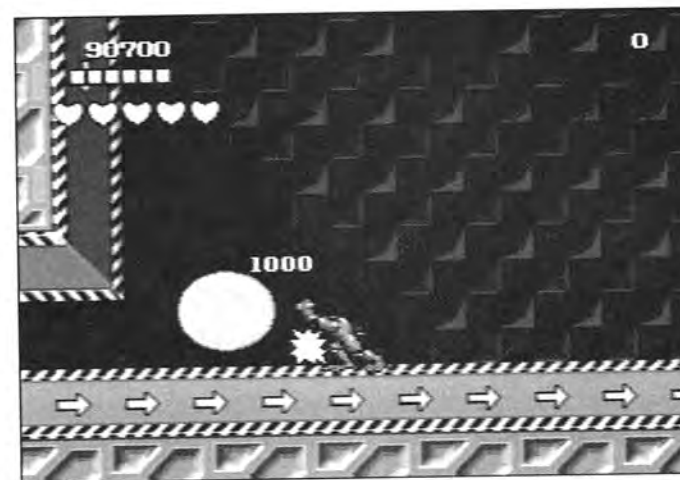


Figure 11.2 Buzzball is a sucker for a simple punch. Hit it repeatedly. (Rapid fire helps, if it is available on your controller.)



LEVEL 12: THE REVOLUTION

A massive tower stands between the Toads and the Dark Queen. It is divided into three difficult sections, each protected by dozens of the Dark Queen's defenders. The biggest danger, however, is the tower itself. As you scale it, you'll discover ledges that disappear and reappear, hurricane-strength winds, and platforms that move as you jump toward them. Don't expect to master this level without hours of practice.

General Playing Strategies

- ❖ The platform doesn't revolve by itself. It rotates in response to your movements. Later in the level, however, you'll find some ledges that do move by themselves.
- ❖ Green ledges disappear and reappear. You can only stand on them when they are visible.
- ❖ It's sometimes helpful to jump up after clearing a platform to get a better view of what's ahead.
- ❖ If you can no longer see a platform or ledge beneath you, it's gone. Falls in those circumstances are fatal.
- ❖ **Genesis tip:** Run in the same direction that the spiked ball is moving.
- ❖ In the NES game, the Swellcheeks won't bother you until you've made a grab for the peg. The Genesis Swellcheeks, on the other hand, aren't always this accommodating.

Tower 1 Playing Tips

A Hornhead attacks like a miniature General Slaughter — except it's smarter. You can't reach the platform above until you've destroyed the Hornhead. Punch when you're close to it. Three hits of any sort and it's history. Smash Hits can also be used successfully against Hornhead — if you're fast.

❖ **NES tip:** When the level starts, run immediately to your right — around the tower — and retrieve the pole. (You can also grab the pole by jumping to the left, but it's a riskier move.) It's much safer to attack the Hornhead with the pole than with normal punches and head butts.

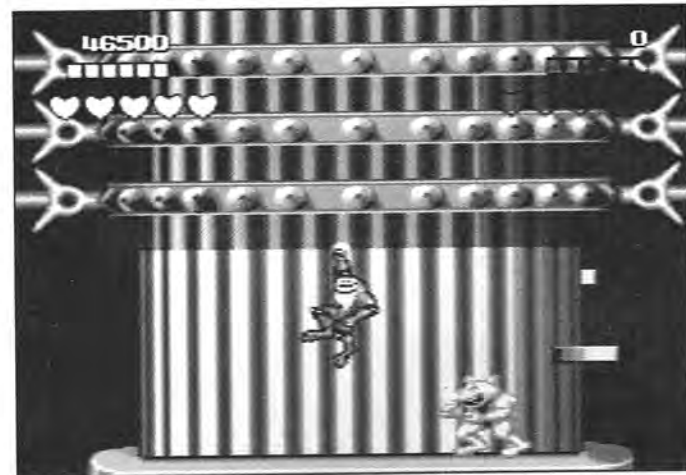


Figure 12.1 *Genesis tip:* Turn and hop onto the first ledge, out of the Hornhead's reach. Then jump to the left to retrieve the yellow pole. If you intend to use the pole as a weapon, rapid fire helps.

A spiked ball circles the next platform. Jump to the ledge above to avoid it. (Ducking doesn't work.)

As you're working your way up the tiny ledges, you'll notice that the top green ledge disappears and reappears in the Genesis game. In the NES version, *all* these tiny ledges disappear and reappear! Timing is everything.

When you reach the platform, be prepared to jump (Genesis) or run (NES) immediately. A spiked ball also circles this platform, and it moves really fast. The ledges will fall off if you stand on them too long. You can jump in place on them to maintain your position and keep from falling.

There's another Hornhead on the next platform. You still have that club, don't you?

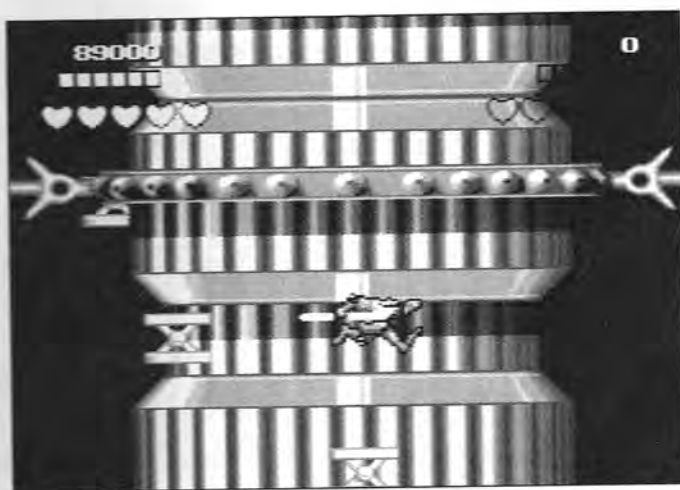


Figure 12.2 When you reach the springboards, you can also jump in place to maintain position, just as you did with the drop ledges. (In the Genesis game, be sure that you don't stop jumping.) After trying this area a couple of times, you may feel comfortable enough to simply hop from springboard to springboard without pausing.

The next platform features another Hornhead and another springboard. Use the same tactics you used before.

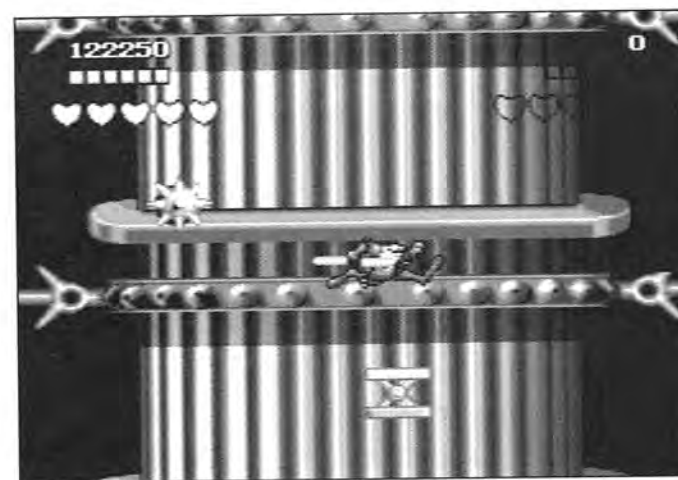


Figure 12.3 Don't jump immediately from this springboard to the platform. There's a bouncing spiked ball circling the platform that you'll have to evade while searching for the springboard. (Try not to lose your club if it knocks you down!)

Clobber Hornhead and bounce up to the next platform. (*NES tip:* Don't be caught off-guard by this Hornhead. It takes more than three hits to dispatch him.)

The Shadow Cloud launches devastating attacks. Use Battletoad Butts to defeat it. (If you still have your club and a rapid-fire setting on your controller, you can use them very effectively here. Note, however, that it takes a bunch of hits to eliminate Shadow Clouds in the Genesis game.)

Climb up two more platforms and deal with the Big Mouth that awaits. (This critter doesn't have an official name, so I gave it one.) Congratulations, you've just reached the first major break point.

In the Genesis game, Big Mouths aren't dangerous if you begin punching the moment they come within range. If you drop your guard, however, they'll swallow you whole! In the NES game, be sure to wait until its mouth closes before you attack.

Tower 2 Playing Tips

❖ **Genesis tip:** Reaching the next platform can be tricky. You have to bounce from a springboard to a drop ledge and then to the platform above. Be sure not to veer right or left as you make the jumps. In fact, you're well-advised to just take your thumb off the directional control—all that's needed here is the Jump button. (These moves are simple in the NES version of the game.)

A new variation of Shadow Clouds populates the early platforms. These ones blow poisonous bubbles.

❖ **Genesis tip:** Don't bother fighting the first Shadow Cloud. Just avoid the bubbles and move quickly to the next platform. (If—by some miracle—you still have your stick, it does make an effective weapon here.)

❖ **NES tip:** The NES Shadow Clouds are quite different from the Genesis ones. Not only can you punch them, you'll probably have to do so. Punching one causes it to rise.

If you duck, the second Shadow Cloud's bubbles will pass harmlessly overhead in the Genesis game. In the NES game, the best strategy is to hop over the cloud, reach the ledge, and then leap safely to the next platform.

The third Shadow Cloud drops his bubbles from above. (There's only one in the Genesis game, but a pair of them in the NES version.) Quickly locate the green ledge and move to the next platform.

❖ **NES tip:** The best tactic for dealing with the green Shadow Cloud is to stand near the middle of the screen, turn on rapid fire for the Attack button, and punch at high speed. Smash Hits also work.

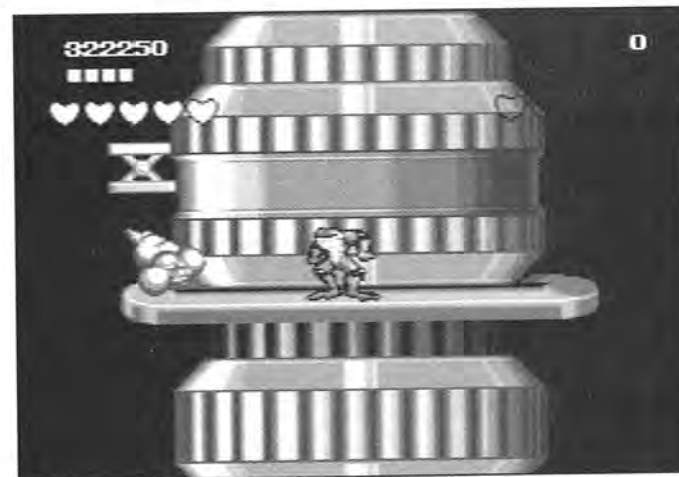


Figure 12.4 The fourth Shadow Cloud in this section (the green one) isn't poisonous at all, but its assaults are often just as deadly. Punch or ram it repeatedly to eliminate it. This Shadow Cloud changes the direction of its attacks in response to your movements.

Pray that you have more than two blocks left in your Energy Meter. The swirling spiked ball is almost certain to hit you the moment you arrive on the next platform.

The ledges above rotate by themselves. Wait for the right moment before jumping from one to another.

A speedy spiked ball revolves around the next platform, too. Chase after it while looking for the green ledge that will let you reach the next platform.

Rotating ledges and springboards make the next several areas extremely difficult to get past. You must time each jump perfectly.

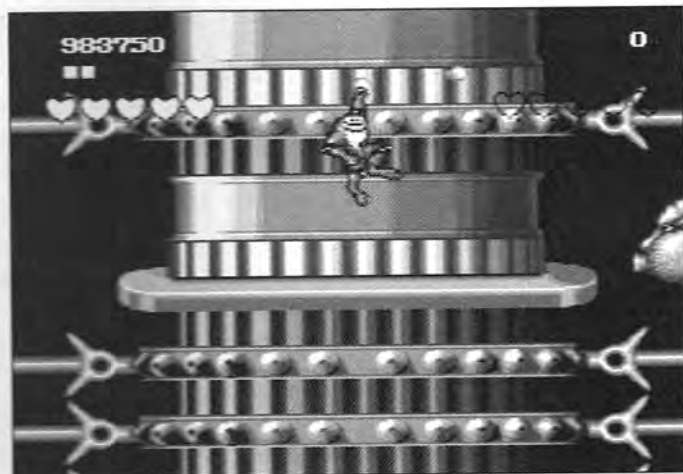


Figure 12.5 When the Swellcheek stops blowing, make your way quickly to the next platform. And don't forget your stick.



Tower 3 Playing Tips

The disappearing/reappearing ledges can be negotiated easily if you don't pause. (In the NES game, you must leap on the instant the first one appears.)

Hop onto the springboard and grab a peg. Hold on tight to keep the Swellcheek from blowing you off the tower. Wait until it pauses, and drop onto the high rotating ledge when it passes beneath you.

Hop to the next platform. Use your stick to take care of the golden Hornhead.

Moving from the springboard to the rotating ledge is tricky. It will take most players several tries to perfect this jump.

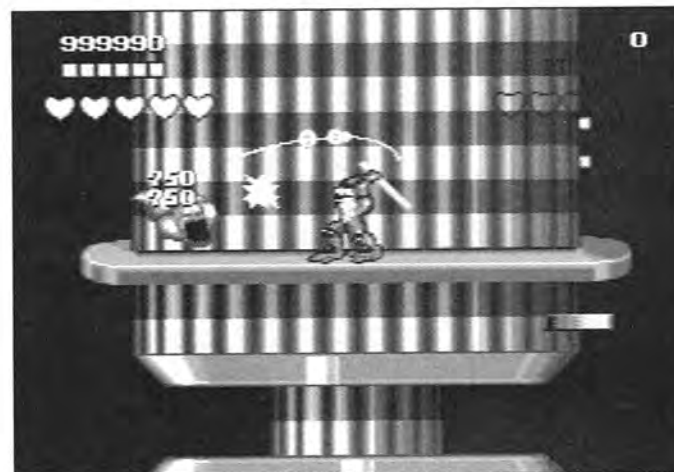


Figure 12.6 If you have a rapid-fire controller, you can stand in one spot and easily take care of this blowhard.

♦ **Genesis Tip:** As soon as the Shadow Cloud has been defeated, leap for the rotating springboard. If you're lucky, the pegs will be overhead. If not, the Swellcheek will blow you away. (In the NES version, there's no rush to reach the pegs.)

As before, drop onto the highest ledge when it rotates beneath you — a springboard, in this instance. Then vault up to the high set of pegs just under the next platform.

When the new Swellcheek stops blowing, drop back down to the low springboard. Another springboard will appear above. This is the one you must use to reach the platform.

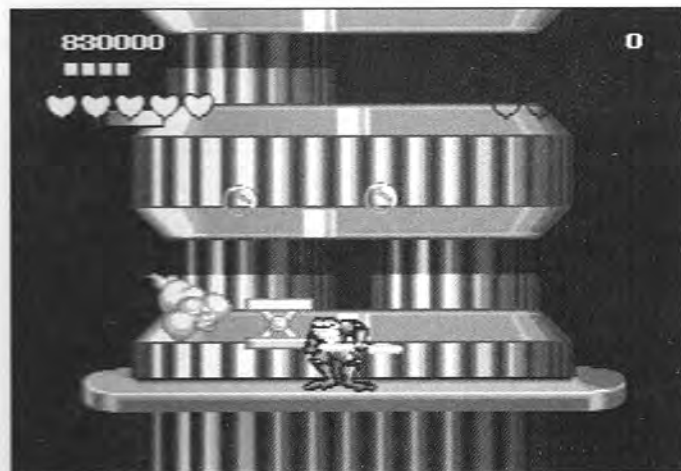


Figure 12.7 This bubble-blowing Shadow Cloud will do its best to see that you don't reach the next platform—or the Dark Queen who waits two platforms above.

➤ **Genesis Tip:** Ignore the Shadow Cloud. Just keep jumping from ledge to ledge.

➤ **NES Tip:** The gusty Shadow Cloud is a real danger in the NES game. The ledges to the first platform run diagonally to the left. Move to the first ledge and start jumping. If you pause on any ledge, you're sure to be blown away.



Dark Queen Playing Tips

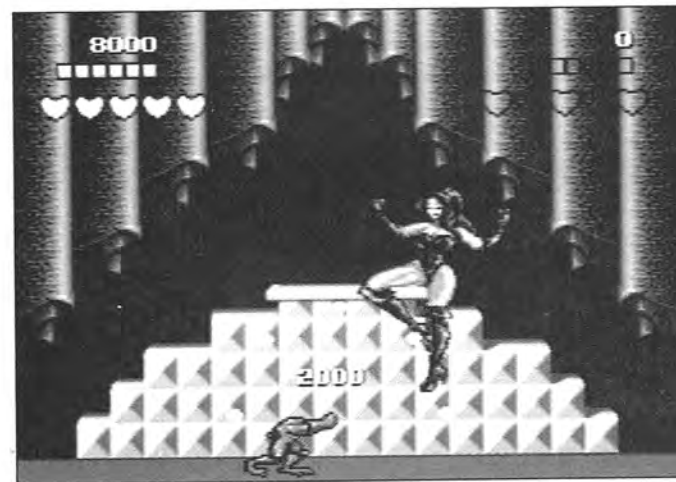


Figure 12.8 The Dark Queen has a single attack move. She turns into a miniature tornado.

If the Dark Queen touches you while in tornado form, you'll lose several energy blocks. After a few seconds, she returns to her normal state—in which she's vulnerable to your attacks.

Super Secrets

➤ **Genesis Tip:** Although you can jump repeatedly on the springboards, your best bounce will usually be the first one.

The Dark Queen is susceptible to Smash Hits—even when she's a tornado. She's most dangerous—and invulnerable—just as she starts to spin.

PART II

Battletoads in Battlemaniacs (Super Nintendo)



Although *Battletoads in Battlemaniacs* is patterned after the original *Battletoads* game for the NES and Genesis, it's sufficiently different to warrant separate coverage in this book. If you've played either the NES or Genesis *Battletoad* game, you'll be familiar with much of scenery and machinery in *Battlemaniacs*, as well as some of the enemies. Use this knowledge well—this is one of toughest arcade games ever designed for the Super Nintendo.



General Playing Strategies

- ❖ You don't have to chase enemies. Ones that can move will come to you.
- ❖ If you force two enemies together, there's a good chance that they'll damage each other rather than you.
- ❖ In many instances, you will not be allowed to move on until you've defeated all enemies in the area.
- ❖ Practice the Smash Hit moves (double-tap Right or Left on the control pad in combination with the Action button). Even if an enemy isn't instantly destroyed by a Smash Hit, it will often take fewer Smash Hits than normal hits to win the battle.
- ❖ If you use the double-tap maneuver without pressing the Action button, you can make your Toad run.
- ❖ You can pick up enemies and toss them. To do this, move up to an enemy, press the X button to pick him/it up, and then press the B button to toss the enemy. The toss itself does some damage. Tossing enemies off a ledge or cliff, on the other hand, permanently eliminates them. (It's safer to perform this maneuver on a fallen enemy than on one who is still standing.)
- ❖ Unless there's something below to stop you, falls are usually fatal. Learn where you can and cannot safely fall.
- ❖ After a losing a life, you are granted temporary Invincibility. Make the most of it, since it only lasts a few seconds.
- ❖ Consider buying a better controller than the ones that came with your Super Nintendo. For example, AsciiWare makes an excellent controller called the AsciiPad. Regardless of which controller you select, one with a slow motion option can be very helpful (at the end of Level 2, for example).



Super Secrets

Five Lives Are Better Than Three: If you're familiar with the original *Battletoads* game, you may be eagerly searching for the hidden Warp Zones that will zoom your Toad to higher levels. Don't bother—there aren't any warps in *Battlemaniacs*. However, there is a secret code that can make play a bit easier. At any opening screen before the Battletoads flag appears, simultaneously press and hold the A button, B button, and Down on the control pad as you press the Start button. When the Battletoads flag appears, it will flash red for a moment. When the game begins, you'll start with five Lives instead of the usual three! You can also use this trick on the Continue screens to restart with five Lives.

LEVEL 1: KHAOS MOUNTAINS

In this level, the Toads get a chance to do some hand-to-hand combat with Psyko-Pigs and Skellington Bones. If punching, kicking, and bashing are your thing, you'll find this one of the most entertaining — and least frustrating — levels of the game.



General Playing Strategies

- ❖ Don't get too close to the ledges. Although you may be able to knock or toss enemies into the lava, there's a good chance that you'll follow along, too — forfeiting a Life in the process. You should also note that enemies destroyed in this manner don't net you any points.
- ❖ Move slowly from one scene to the next. Areas of some scenes abruptly break away. If you're standing in the wrong spot, it'll cost you!
- ❖ The color of an enemy's uniform or shield indicates its strength and the number of hits needed to dispatch it. For Psyko-Pigs, the order is yellow, maroon, pink (from least to most powerful). For skeleton warriors, the order is orange, blue, green.
- ❖ You don't have to chase enemies. They'll come to you.
- ❖ When possible, get between pairs of attackers. The double-punch is a very effective attack.
- ❖ Use the screen edges to your advantage. If you back an enemy up to the edge of the screen, it can often be easily beaten into submission.
- ❖ Skellington Bones pop out of lava pots. Some pots hold more than others; some hold none at all.



Playing Tips

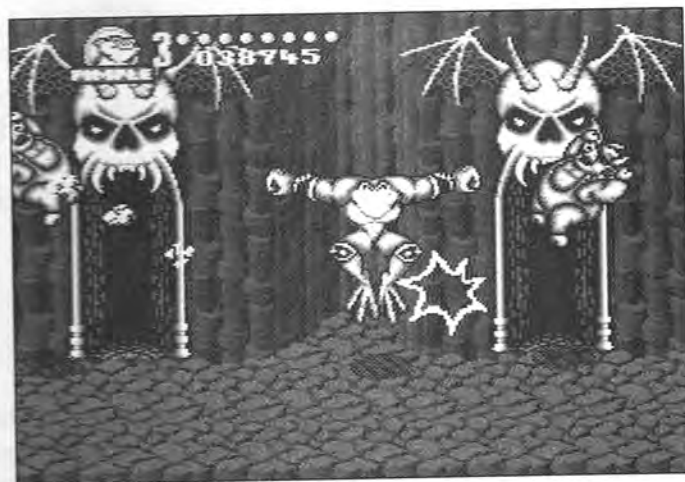


Figure 1.1 Two pairs of Psycho-Pigs emerge from these caves. If you stand between the caves, you can easily eliminate each set with a ferocious double-punch or double-kick.



Figure 1.2 Hmm . . . No enemies here. Think again! It's raining rockfire from the skies (or maybe it's lava from the volcano in the background).

If you dash willy-nilly all over the screen, you're sure to burn. Instead, try jogging an inch or two to the right or left each time a fireball falls. Watch the shadows to determine where the next fireball will land. (**Note:** Once a fireball touches down, it's harmless—even if it's still burning.)

It's easy to lose a Life on a bridge. If the Psycho-Pig waiting on the right catches you, you'll end up in the lava. Try jumping over him as you finish your dash across the bridge. If your timing is good, *he'll* be the one to fry.

Beyond the first bridge, you can avoid a prolonged fight by punching or kicking one or both of the Psycho-Pigs off the left edge.

Get ready for the trio of skeletons that will appear from the lava pot. If you punch quickly, you can knock each one into the chasm. Battling all three at the same time, however, may be a losing proposition.



Figure 1.3 A flattened toad is a pitiful sight. Keep an eye on the ledges above this pit. When an enemy leaps, you'll have to move quickly or jump to avoid being squashed.



Figure 1.4 It's pig tossin' time! Picking up an enemy (X button) and tossing him (B button) does some damage, but not as much as a standard kick or punch assault. If you throw the enemy off a cliff, though . . .



Figure 1.5 If you position yourself here and punch or use a smash to the left, you can easily knock each of the three Skellington Bones into the drink.

Use the same side-to-side running pattern to avoid the second set of fireballs. Be sure to do your running near the bottom of the screen, though.

Try a jump attack at the end of the bridge.

Beyond the bridge, a lone Psyko-Pig awaits. If you punch him near the bottom of the screen, he never gets knocked further to the left than the end of the bridge. If you perform this same maneuver near the *top* of the screen, however, you may be able to dump him off the side. Be ready to jump to the right the moment you vanquish the Psyko-Pig.



Figure 1.6 Rocky, the gigantic Psyko-Pig, is a stone drag! He frequently launches airborne attacks that will leave your Toad flat as the proverbial pancake. Watch his shadow to learn where he'll fall, and then get out of the way.

Rocky is weakest when sitting down. Coincidentally, that's also when you're most likely to be able to execute a power move—or two or three.

LEVEL 2: FOREST

This level takes place in the center of a huge hollow tree. Although Toads can't fly, they can ride hover-discs which, if you're skillful, will safely carry them to the bottom of the tree. In addition to spiked walls and Lazbots, you'll encounter Wasplings, Saturn Toadtraps (they eat toads, not flies), and Sparkz and the Great Ratso — some really big rats. If you're reasonably careful, the only thing to fear in this level is the final rapid ascent through the spikes.

General Playing Strategies

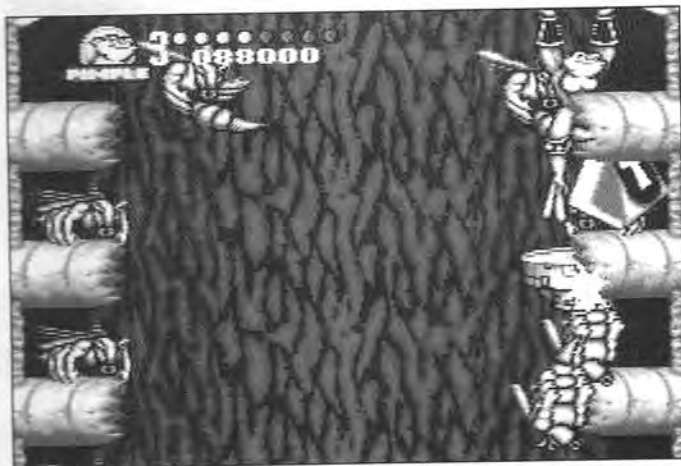


Figure 2.1 If you hold onto the ceiling or the side of the tree trunk, you can use your hover-disc as a weapon. Grip the wall or ceiling, and then press B to launch the disc. Unfortunately, hover-disc assaults aren't rewarded by an increase in score. (**Super Secret:** While a hover-disc attack is in progress, you can't be hurt. You're invincible!)

- ❖ Each spike that you touch does a bit of damage. Although you'll undoubtedly be busy dodging and fighting enemies, keep an eye on the pointy spikes, too.

Playing Tips



Figure 2.2 The Wasplings at the beginning of the level are perfectly spaced. Just swing rhythmically back and forth on your hover-disc, and you can take care of each one with a single punch. (**Hot Tip:** Hit one Waspling enough times as it falls, and you can earn a 1-Up! Each time you connect, the points increase.)

Although they look mean, the Saturn Toadtraps are mostly harmless. Punch them repeatedly in the head (their weak spot) or use hover-disc attacks to vanquish them.

When you encounter a vertical stack of Wasplings (like the ones in Figure 2.1), a hover-disc attack from above will quickly eliminate most of them. (It sure beats fighting them one at a time!)

The Great Ratso is a "human" cannonball. Punch him before he strikes you or the hover-disc, or try to dodge him. It doesn't matter whether you clobber him or avoid him. In either case, he's

not worth any points. (An alternate approach is to launch repeated hover-disc attacks while suspended from the ceiling in this area. You're only vulnerable during the brief pause between your attacks.)

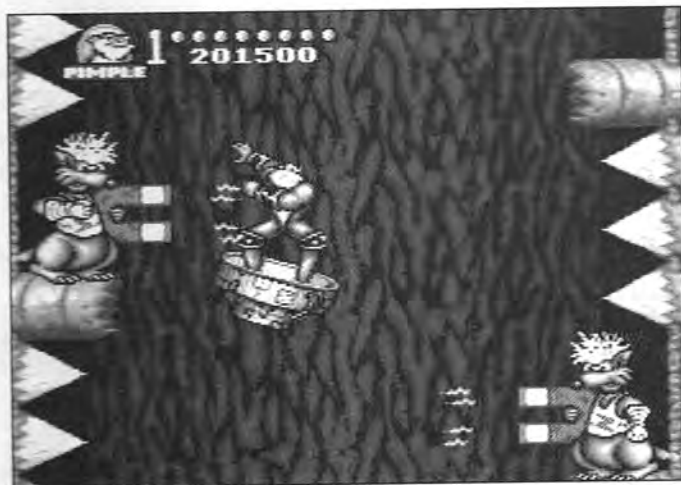


Figure 2.3 Sparkz, the magnet-wielding rats, can cause damage by punching or dragging you onto the spikes. Although you may be able to steer away from them, you won't be allowed to leave this scene until they're defeated. Come in swinging, and destroy them as fast as possible—but be prepared to take a few lumps.

The three flying, laser-equipped Lazbots can be very dangerous, zapping you right off your hover-disc. They track your position, pause, and then fire. Punch each one before it can let loose with a laser blast. If you can get into position quickly enough, a hover-disc attack from above can also be effective.

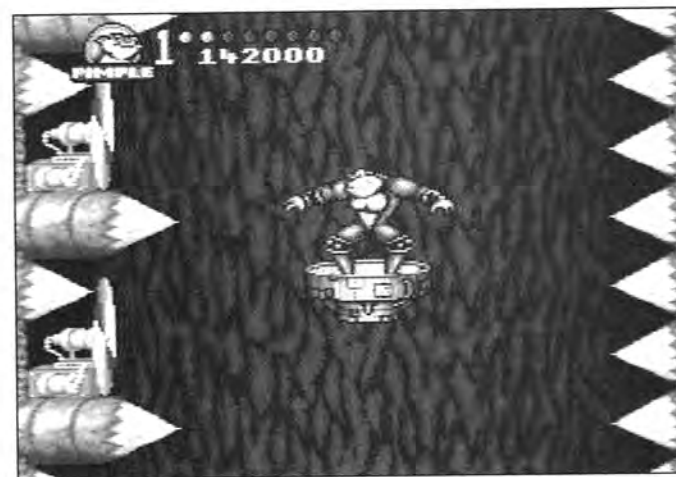


Figure 2.4 These Fanz kick up quite a breeze—enough, in fact, to dash your warty body against the spikes. Steer against the wind. And watch out for the ones that draw you in instead of blowing you away.

The final spike ride is the most treacherous part of this level. Only accurate steering will carry you to the bottom of the tree. A controller with built-in slow motion, however, can improve the odds.



LEVEL 2 BONUS AREA

As a reward for completing Level 2, you can try your hand at this bonus area—easily one of the most beautiful levels in the game. If you adroitly control the checker on which you're riding and knock over enough pins, you can win extra lives (one for every 200 pins). The level ends when you've sustained sufficient damage to lose the equivalent of one life.



General Playing Strategies

- ❖ Getting bumped by a rat doesn't cause any damage, but it does reduce your pin count. Only the black pins—the ones with the skulls on them—can hurt you.
- ❖ Memorization and planning are the keys to doing well in this bonus area.
- ❖ Don't bother messing with the buttons. Although you can still jump and punch, it won't do you much good. Concentrate on the control pad.



Playing Tips

Snatch those pins! Every one that you ram adds to the pin count displayed beneath your score. Watch for the special blue ones—they add five pins to your total.

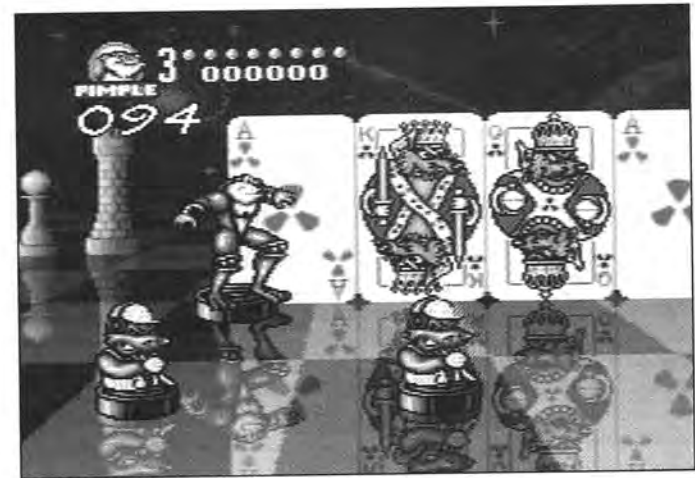


Figure 2B.1 Rats on checkers! Each group of these checker-riding vermin has a distinct movement pattern. Memorize the patterns to minimize your pin loss. (You lose five pins every time you're hit.)

Avoid the black pins with the skulls on them. Like everything else in this bonus level, there's a pattern to their placement.



LEVEL 3: SPEEDER BIKES

Level 3 stops many players cold in their tracks. There are no shortcuts through the five courses—each course is marked by a Starting bar stretched across the raceway. Even with the detailed map presented on the following pages, it will take an enormous amount of practice to perfect the moves and acquire the split-second timing needed to complete the level. Don't get discouraged—it is possible to beat it.



General Playing Strategies

- ❖ You can't fall off the sides of the raceway, so don't worry about over-correcting when pressing up or down on the control pad. You *can*, however, lose your vehicle between islands.
- ❖ There are both visual and auditory clues as to what lies ahead of you. Before a pillar, ramp, or other solid object appears, it flashes—letting you see its approximate position on the raceway. You'll also hear a whooshing sound as each object solidifies.
- ❖ Obstacle placement never changes in this stage. It's the same every time you play it. Note, however, that some obstacles are closer together than others. Change your timing appropriately.
- ❖ Unless you need extra distance, you don't need to press the Jump button when going over a ground-based ramp. You *will* need to jump to reach the ramps that are floating *above* the runway, on the other hand.



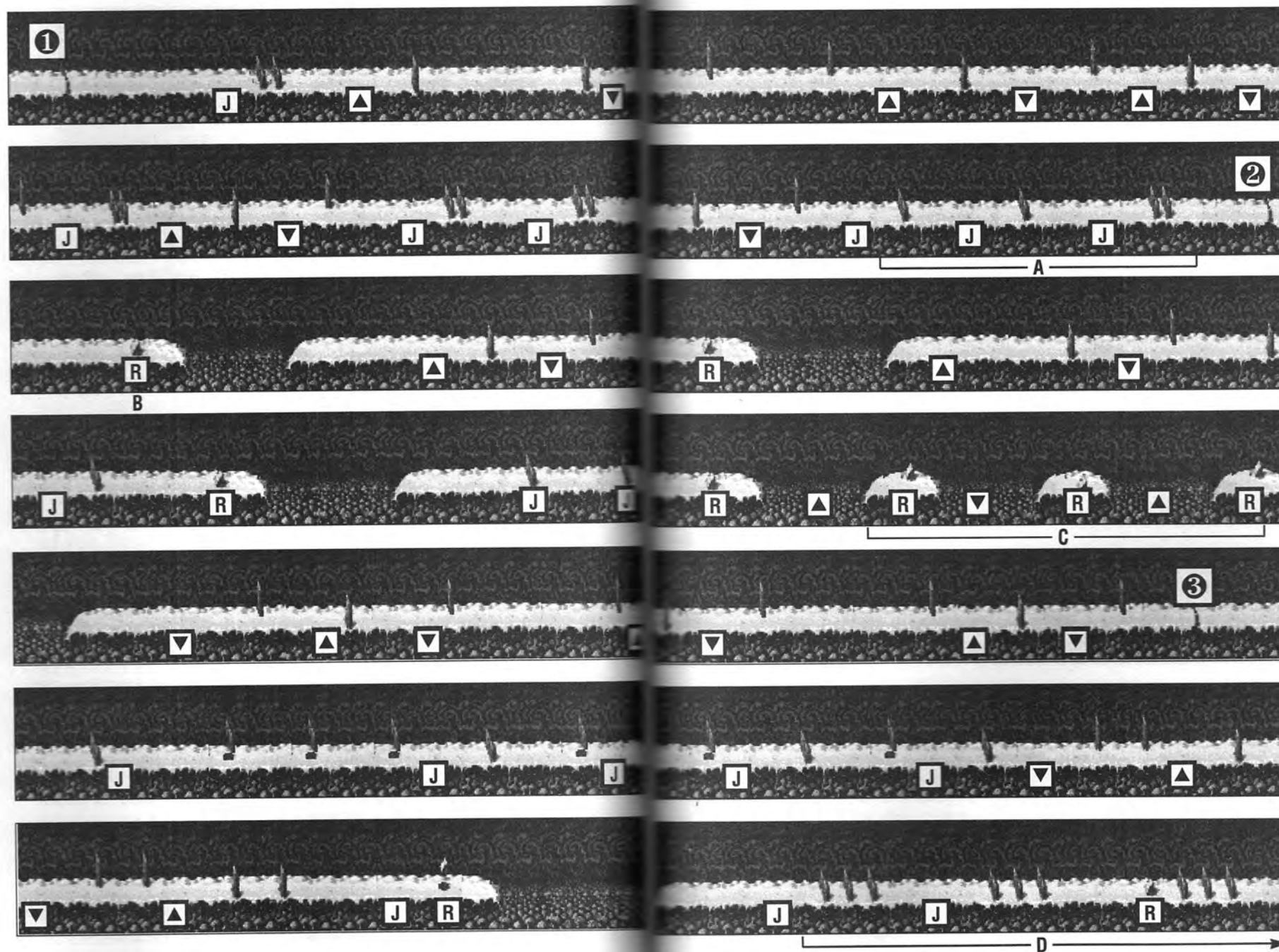
Figure 3.1 In this level, the object is to steer around pillars and hop over barriers like this one. Each course introduces new kinds of obstacles and ramps for you to negotiate.

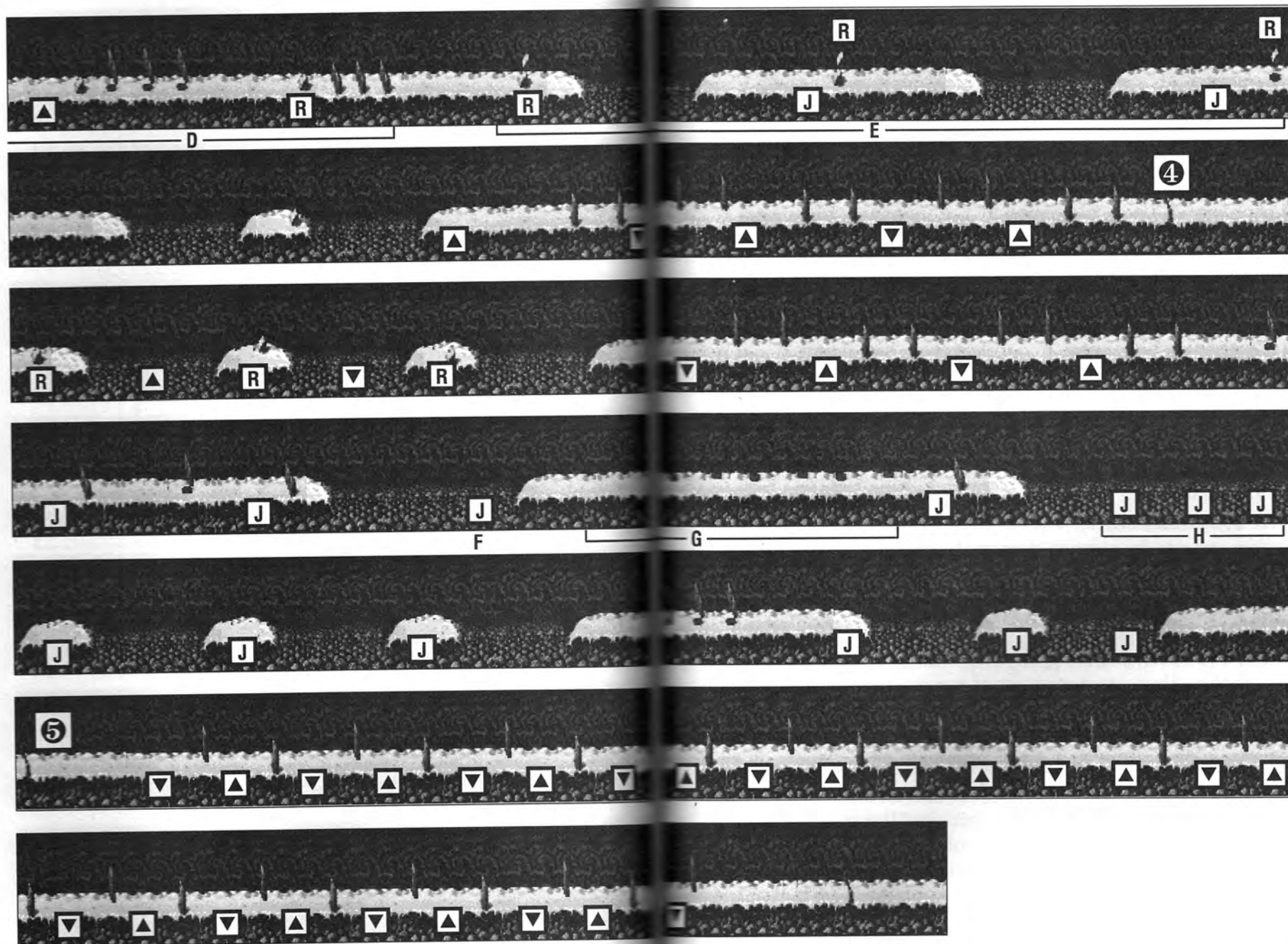
- ❖ You can change direction slightly while you're in mid-jump or when using a ramp. Pushing to the right on the control pad will gain you a little distance, for example. You can also move closer to the top or bottom of the screen.
- ❖ Normally, the tactic to use for the standing pillars is to steer around them. If your timing is good and you can get sufficient height, however, it's possible to jump *over* them, too.
- ❖ As long as you have at least one Life remaining, you'll restart at the beginning of the most recently attempted course—not at the start of the level.
- ❖ The maps are split across each pair of pages. The correct way to read them is across and then down. Letters beneath the maps are referred to in the tips.



The Level Map

Only memorization and practice will enable you to complete Level 3. A good map, on the other hand, couldn't hurt.







Playing Tips

(A) At the end of the Course 1 is a series of three obstacles you must hop over. Prepare by moving to the far left of the screen, and lightly tap the Jump button to complete each jump. (There's no time to pause between these jumps.)

(B) You'll encounter the first ramp at the start of Course 2. To use a ramp, simply align your vehicle with it. There's no need to use the Jump button.

(C) Toward the end of Course 2 are three tiny islands, each with its own ramp. If you check the map, you'll notice that the ramps are placed on either the top or bottom of each island. To hit them, you'll have to press up or down (as appropriate) *before* you touch down on the island.

In Course 3, you'll find floating obstacles and ramps for the first time. Jump into a floating obstacle, and you'll instantly crash. To use a floating ramp, on the other hand, you *must* jump.

(D) As you near the end of Course 3, you'll see several sets of three obstacles. Jump over the first two sets using just the Jump button, and use the ramp to clear the third set. Note that the next set is floating. If you use the ramp, you'll smack right into them. Instead, press Up or Down on the control pad to avoid the ramp and travel under the obstacles. The ramp can be used to vault over the final set.

(E) Next, there are three pairs of ramps—one on the ground and one floating above it. Take the first lower ramp and jump to hit the next two floating ramps. If the last jump is successful, it will carry you over the tiny island without touching it.

If you thought things were tough so far, just wait until you see Course 4! There are several spots where you'll drop into the lava (or whatever it is) between sections of the raceway. If you look carefully (F), you'll see tiny rocks from which you can jump. (If you have trouble hitting them directly, pump the Jump button.)



Figure 3.2 (G) In this scene in Course 4, tiny Rat Pods obstruct the raceway by moving up and down across the track. To sneak past them, it's easiest to move to the bottom of the screen and use a forward and back motion to pass each Pod—pressing right on the control pad, pulling back a little by pressing left, and then pressing right again when it's clear. Slow motion can also be used, if your controller is so equipped (or you can simply pause and unpaue the game with the Start button). Be ready to jump immediately after passing the last rocket.

(H) After clearing the barricade, you'll need to make three jumps from stones floating in the lava, followed by a series of three jumps off the islands. Miss any of them, and you're a goner!

You're almost through with this course—just three tricky jumps remain.

Course 5 consists entirely of closely packed columns. To perfect the zig-zag pattern needed to complete this final course, try a controller with slow motion.

LEVEL 4: KARNATH'S REVENGE

Usually, snakes and Toads aren't close friends. Although these slitherers aren't your buddies either, you can catch a ride on any snake that happens to be going your way.

Level 4 is divided into four pits. In each pit, you must jump or drop from one snake to the next and attempt to reach the exit. There are no enemies in this level. A life can only be lost if you touch a spike. Sound easy? Think again. There are *lots* of spikes.

As in Level 3, there's a map of each pit. Each numbered line represents the route of one snake. The numbers correspond to the order in which each snake will appear.



General Playing Strategies

- ❖ The entire level is played using only the directional controls and the Jump button. Press A to jump. Press left or right on the control pad to grab onto the side of a snake. Press down to make your Toad duck.
- ❖ As usual, timing is everything. If you wait too long to hop from one snake to the next, your Toad falls until he hits something solid. Occasionally, this will be a ledge. More often, though, it will be a spike.
- ❖ When and where you make each jump is sometimes critical. If a particular tactic isn't working for you, try a different approach.

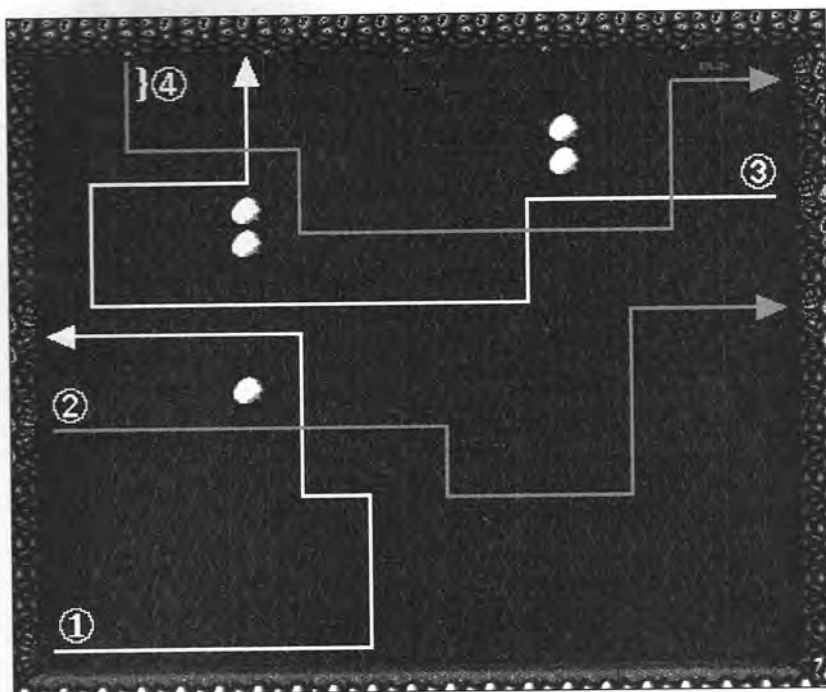


Figure 4.1 Snake riding seems natural to these hoppers.

- ❖ You can gain some control over your jumps by executing them in combination with a control pad press. To make a small sideways hop, press Left or Right as you hit the jump button. When you need to jump straight up, press Up as you hit the Jump button.
- ❖ *Backpedaling* is an important technique in the snake pits. To stay in the same spot while standing on a snake, run in the opposite direction that the snake is traveling.
- ❖ Treat the tip of each snake's tail as though it isn't there at all. You can't stand on it and will simply fall through if you wait too long before hopping off.
- ❖ Every completed pit is worth 5,000 points. There are no other points to be gained.



Playing Tips: Pit 1



Consider Pit 1 a practice area. Since there are no spikes—and, hence, no way to die—take as much time as you like and get the hang of the controller maneuvers.

Ride Snake 1 until it zooms into its hole. (You'll have to grab onto its side when it heads toward the top of the screen.) When the snake disappears, you'll drop onto the back of Snake 2.

At the end of your ride on Snake 2, Snake 3 appears overhead. Jump up to catch a lift.

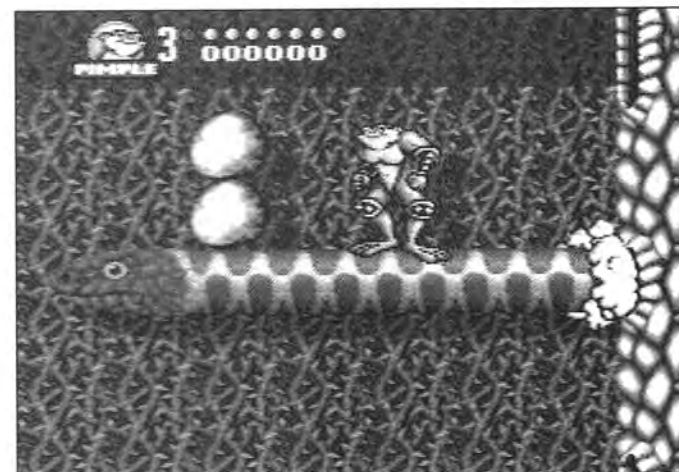


Figure 4.2 Although you can tag along until the end of Snake 3's route, there's a shortcut. When you see these double rocks at the start of the ride, hop onto them. After a brief wait, Snake 4 will come along. Leap to the right for a ride straight into Pit 2.



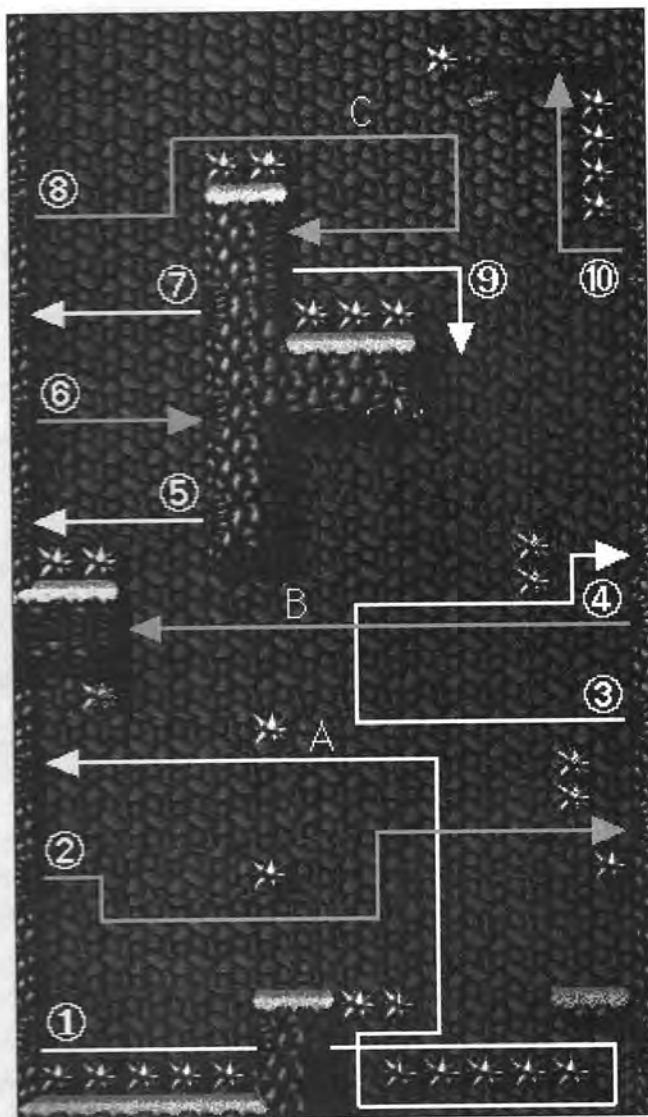
Playing Tips: Pit 2

In Pit 2, pictured on the next page, you'll learn that it's possible to make jumps of different heights. When Snake 1 enters the hole in the side of the first pillar, make a small jump onto the ledge above the pillar. Jump too high, and it's spike time!

Wait a few moments, and you'll see the head of the same snake as it heads up the screen. Leap on.

As you near the spike (A), jump over it to the left and quickly duck to get past the next spike. When the snake disappears into its hole, you'll drop onto the back of Snake 2.

While riding Snake 2, jump over the single spike and the pair of spikes. Just before Snake 2 disappears, Snake 3 will pop out of the hole above you.



When Snake 3 approaches the stack of spikes, jump over them, too. Just before it vanishes into its hole, jump hard to the left. You should land on Snake 4 — well beyond the spikes. If you drop straight down onto Snake 4 instead of jumping, you'll often

find that there isn't sufficient time (or snake) for you to jump over the initial spike stack.

Snake 4 moves quickly, so don't be caught off-guard. Be prepared to duck when you approach the cliff (B).

Snakes 5, 6, 7, and 8 can all be handled the same way. Before the snake you're riding disappears, jump up onto the next snake. Timing is very important here because: (a) the snakes are very short and fast, and (b) there are nothing but spikes to stop your fall.

After Snake 8 passes over the pillar, it'll loop back and enter the pillar from the right. Rather than trying to ride him past the spike overhead, you can wait at (C) and drop down onto his head as he enters the pillar.

Drop from Snake 8 onto Snake 9. Before it heads down the screen, make a jump for Snake 10 and ride it into the next pit.



Playing Tips: Pit 3

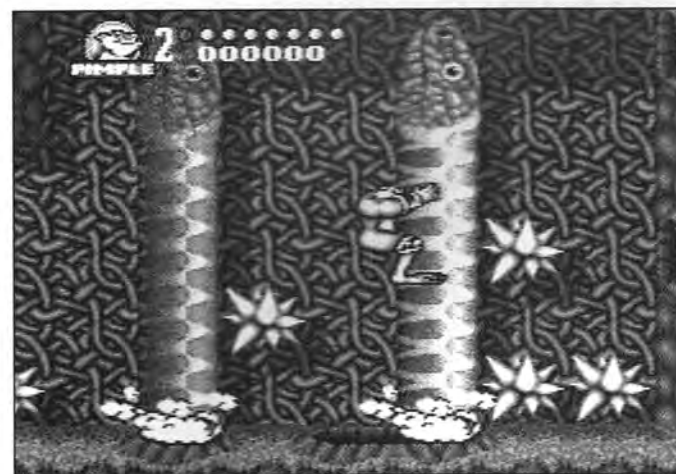
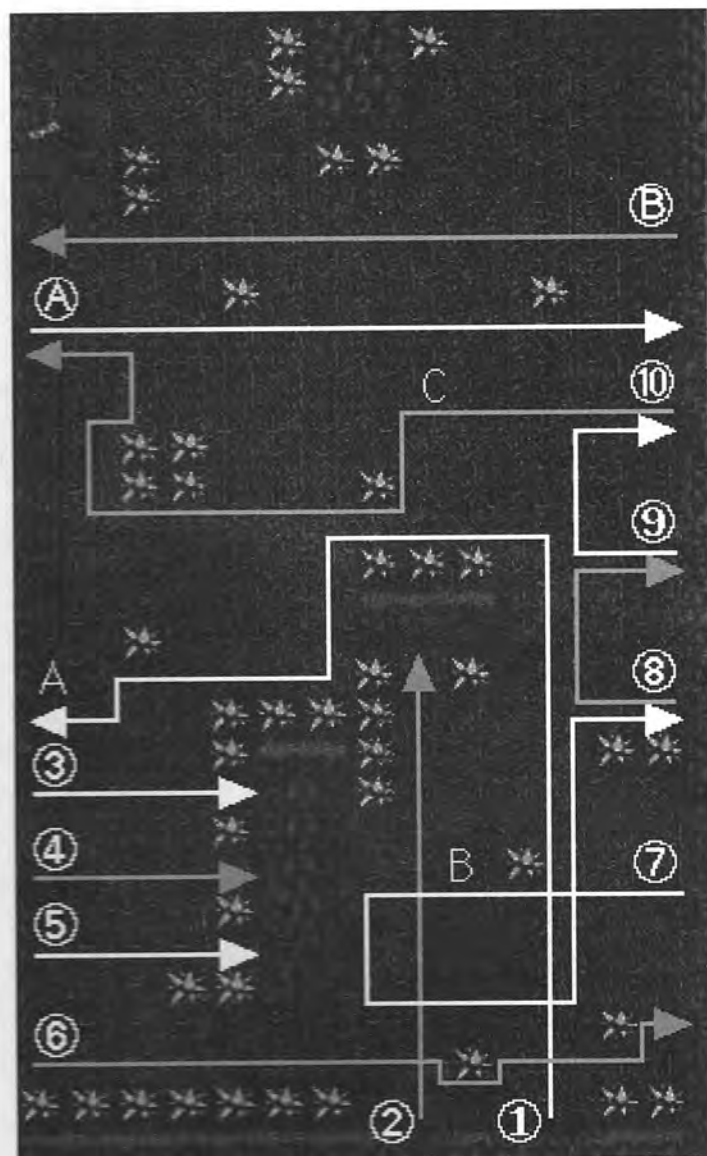


Figure 4.3 Hop from Snake 1 to 2, and then back again. Ride Snake 1 up and over the first ledge. When you reach the top, jump over the spike and get ready to jump again.



(A) Press your Toad into the wall by running to the left. Continue this tactic while dropping onto the backs of Snakes 3, 4, and 5. Unless you continue to press Left while running, you'll be dashed against the spikes on the ledge to your right.

When you land on Snake 6, duck down until you're past the ledge. Two small hops will take you over the spikes. Jump up to reach Snake 7.



Figure 4.4 At the start of the Snake 7 ride, hop left to clear the spike. Stay next to the spike (B) by backpedaling and—at the last possible moment—jump back to the right to connect with the snake's head.

Snakes 8 and 9 are both handled the same. Grab onto their sides for a quick ride to the top.

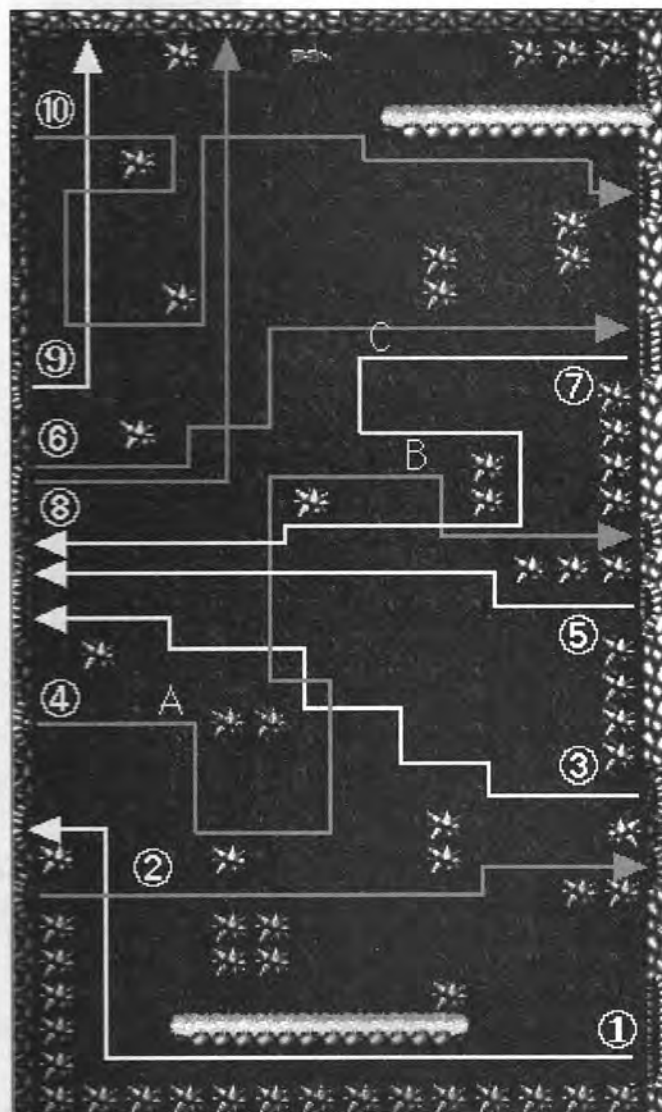
Snake 10 requires two complex jumps. Stay on the snake's upper path (C) until the end of its tail approaches, and then jump down onto its back. Make a big jump to clear the group of four spikes.

Snakes A and B are really speedy! You must make two accurate jumps over the spikes to finish your ride on Snake A.

To move on to the final pit, duck down when you land on Snake B, ride under the ledge, and then get ready for a big jump over the final spike stack that's blocking the exit.



Playing Tips: Pit 4



There are two ice ledges in Pit 4: one at the beginning and one at the end. For the first ledge, after making the jump, press down and left together to execute the slide.

At the start of your ride on Snake 2, you'll have to make a small hop to the right to avoid falling onto the spike that's directly below you. Two jumps will carry your Toad over the other spikes you'll encounter on Snake 2. (You may have to backpedal a little to avoid ramming into the spikes.) Stay on the snake's back until Snake 3 appears above you. Be sure to keep up with Snake 3's staircase movement pattern.



Figure 4.5 Duck immediately, and then stay at spot (A) until the head of Snake 4 appears to your right. Be sure to jump before its tail drops out from under you.

Near the end of your travels on Snake 4, you'll see a stack of two spikes. Don't jump over them. Wait at (B) until you can see the end of the snake's tail approaching and make a small hop straight up. When you come down, you'll land on the back of Snake 5. Duck immediately to avoid the spike.

At the end of the Snake 5 ride, jump up to reach Snake 6. You'll have to jump over a single and double set of spikes to reach Snake 7. (Don't forget to duck!)

Take a close look at Snake 7's path on the map. Don't try to ride it when he heads down screen. Instead, when it wraps around, stay on top at (C) and drop down onto it when the end of the tail moves out from under you. (Depending on your timing, you can do this in one or two drops.) Be ready to jump when you approach the spike in the center of the pit.

Snakes 8 and 9 appear together. When it's safe, leap from 8 to 9, back to 8, and then back to 9. The last leap must be timed perfectly if you want to avoid the spike on the ceiling.

Fall onto Snake 10, and stay near the wall. When the tail drops out from under you, fall back onto him, and make a fast jump to the right to hurdle the lower spike. Now you can ride him to the exit.

When you see the exit ledge, hop off, jog a couple of paces, and slide!



LEVEL 5: TRACKTORS

Level 5 pits your Toad against Fuzz in a roller coaster ride of death. You're both equipped with tracktors—speed bikes designed to ride what remains of the roller coaster's center rail. Although you get a slight head start, Fuzz's tracktor has a buzz saw mounted on its front. If he catches you, you'll end up with a split personality—along with everything else.

Like the other levels in *Battlemaniacs*, this one is huge. Plan to spend a lot of time here.



General Playing Strategies

- ❖ Press the control pad in the direction you want to move. If you press in the wrong direction or don't change directions quickly enough, you'll slow down and lose precious time. A light touch on the control pad helps.
- ❖ To keep your speed at the max, you have to hit the directional control at the instant you want to change directions. Be prepared for every new corner. (Any loss in speed equals a dead Toad!)

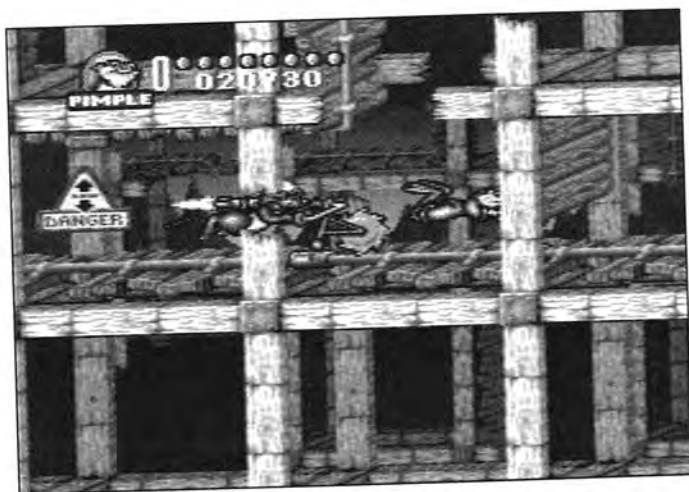


Figure 5.1 A danger sign like this one normally indicates that a low bridge is just ahead. Unless you want to crash through it with your head, press Down on the control pad to make your Toad duck. Be sure you also keep pressing in the appropriate direction (Left or Right) or you'll slow down — negating any time that you gained by ducking.

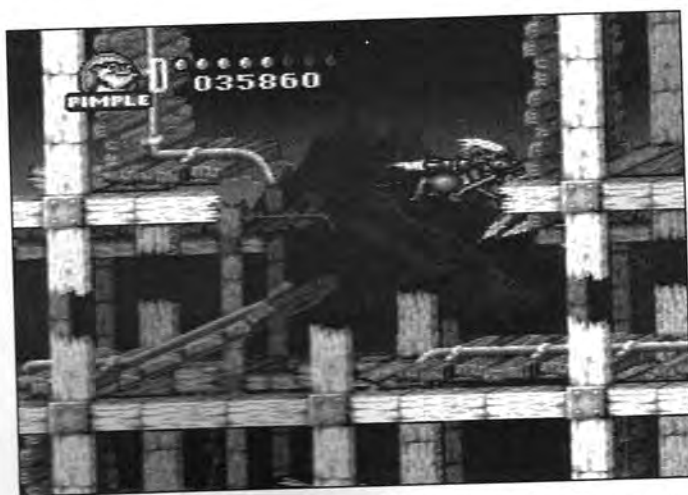


Figure 5.2 Watch for breaks in the track. To hop from one section to the next, press the Jump button. (Fuzz successfully negotiated this particular jump; Pimple didn't.)

- ❖ The older you are, the tougher Level 5 will be for you. If your teen years have long since passed, go find a 10-year-old to play this level for you. Superior reflexes are a prerequisite for completing the level. (A controller with slow motion can help, but makes it extremely difficult to duck and jump.)



LEVEL 5 BONUS AREA

The Level 5 Bonus Area is very similar to the one following Level 2. Instead of bowling pins, however, the objects are dominos—white, black, and blue ones. Each white domino is worth one point, and blue ones are worth five points toward the 200 points needed for an extra Life. Bumping a black domino reduces your Life Meter.

You'll rapidly discover that it's much harder to earn Lives here than in the previous bonus area. There are many more black dominos, and the big point blue ones are concentrated closer to the end of level.

General Playing Strategies

Memorize patterns if you want to succeed. Domino placement and the rats' movements all follow particular patterns.

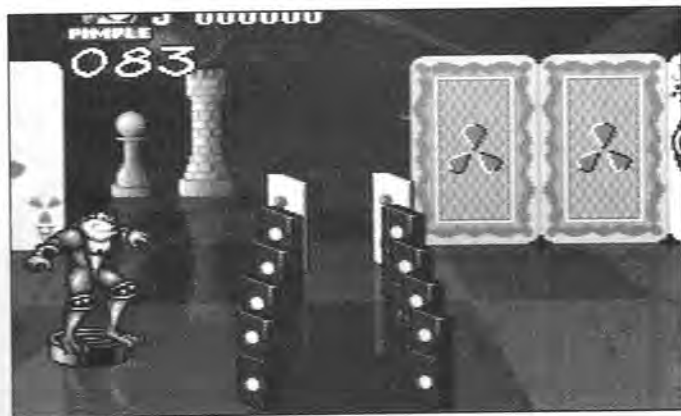


Figure 5B.1 Even at the beginning of the level, you'll find that the black dominos are everywhere. Unless you're able to anticipate their placement, the level will be over very quickly.

LEVEL 6: THE DARK TOWER

The Dark Queen awaits at the bottom of the tower. To reach her, you must beat Skuzz in three races into the tower depths.

General Playing Strategies

- ❖ The first few ledges of each race are peppered with traps. Their sole purpose is to weaken you by eliminating blips in your Energy Meter. Take your time and move cautiously. Until Skuzz appears, the race hasn't officially started. Once you see Skuzz, there will be no more traps—just an all-out race to the TNT plunger.
- ❖ Although there are no shortcuts to the bottom, you'll make better time if you anticipate the locations of the ledges. The fewer you hit, the faster you'll fall. (For help, see the Race Maps on the following pages.)
- ❖ Skuzz is one rapid rat! To beat him, you'll have to slow him down with punches and kicks. You're most likely to connect when facing him (although a rabbit punch can work wonders, too).
- ❖ If possible, try to punch Skuzz when you're on a long ledge—forcing him to retrace his steps. If there's a big gap in the ledge, on the other hand, you may actually be doing him a favor—effectively shortening his route.
- ❖ To win a race, you must be the first to reach the plunger on the TNT box. (In all three races, the box is on the left side of the ledge.) Press the B button to activate the plunger.

Playing Tips: Race 1

The two Lazbots are much easier to destroy than the ones you saw in Level 2. One good punch is all it takes.

Watch out for the heads mounted on the walls. They breathe flames! You can make it safely past the ones in Race 1 by waiting until the first head spews its fireballs, hopping down, and then streaking past the next few levels. When you pass the last head, the race begins!



Figure 6.1 The race is on!

There are two long diagonal drops at the start of the race. As you fall down the second diagonal and get close to the bottom, give Skuzz a mighty swat. If you connect, you'll usually have a sufficient lead to win Race 1.

Playing Tips: Race 2

The start of Race 2 is guarded by several Lazbots and automatic arrows. When you drop into this race, be ready to immediately clobber the Lazbot to your left.

After destroying the second Lazbot, watch for the arrow beneath you to fire, and then jump down to the next ledge.

The Lazbot floating above the long vertical drop is protected by a bunch of arrows. If you smash him quickly and drop straight down, you can avoid the arrows. Duck immediately when you land. Another arrow is waiting for you.

Skuzz pops out on the next ledge. To get a small early lead, wait for him on the left side and punch him back to the beginning.

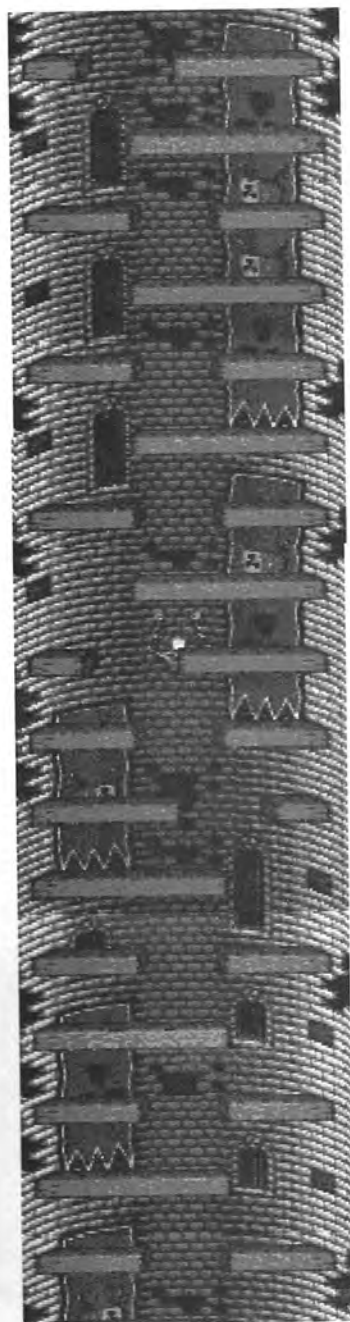
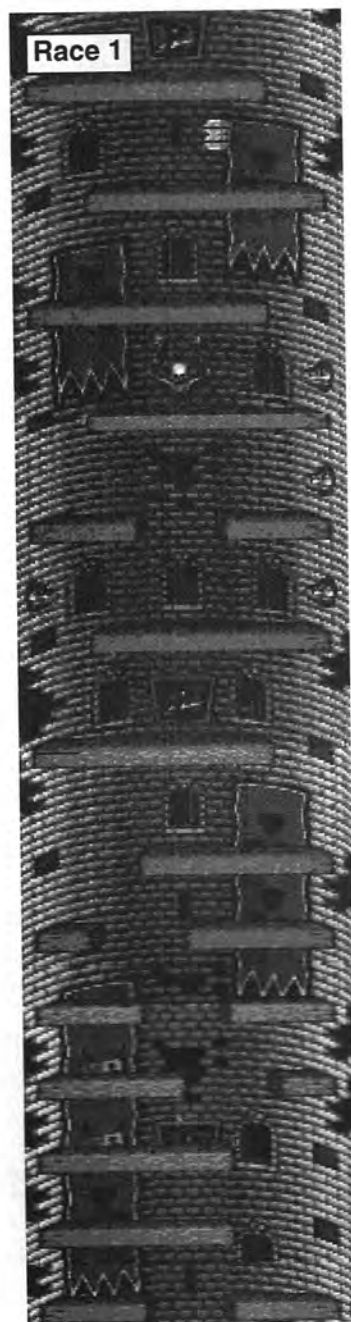
Halfway through the race is a set of five moving log gates. If Skuzz is still hot on your trail, any one of the three ledges immediately above the gates is an excellent punching point.

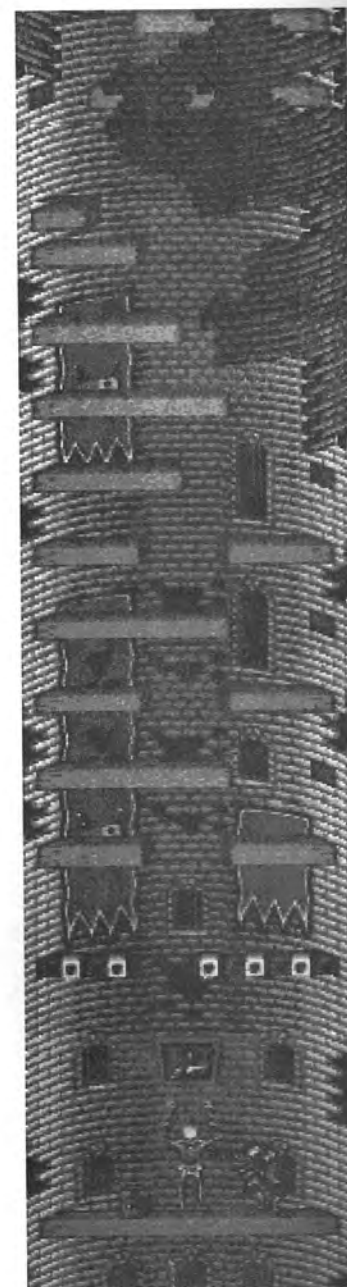
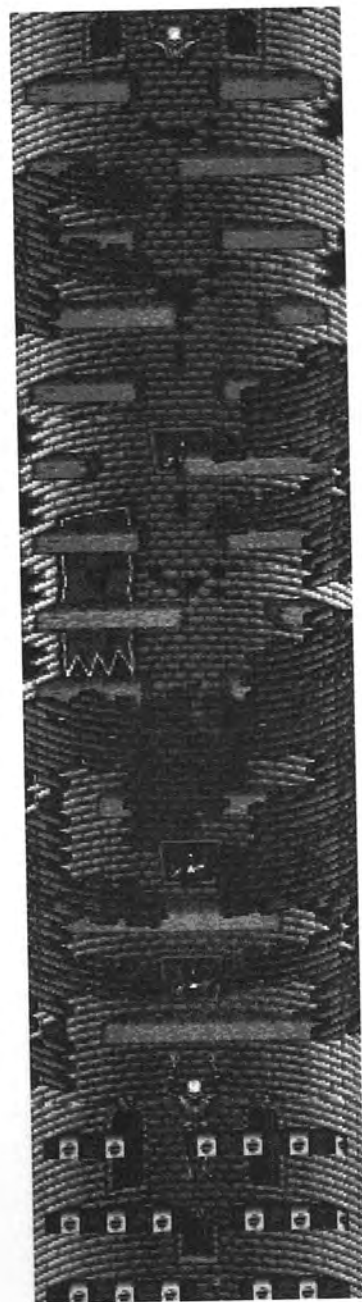
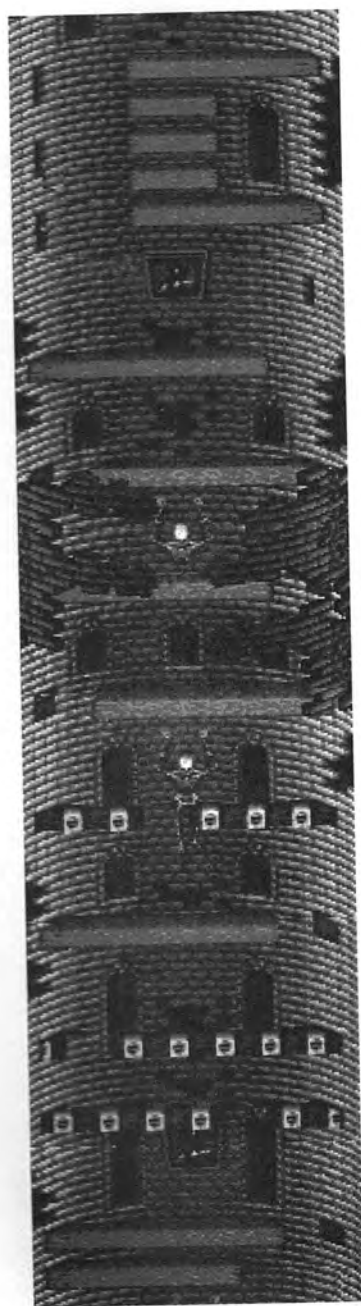
Playing Tips: Race 3

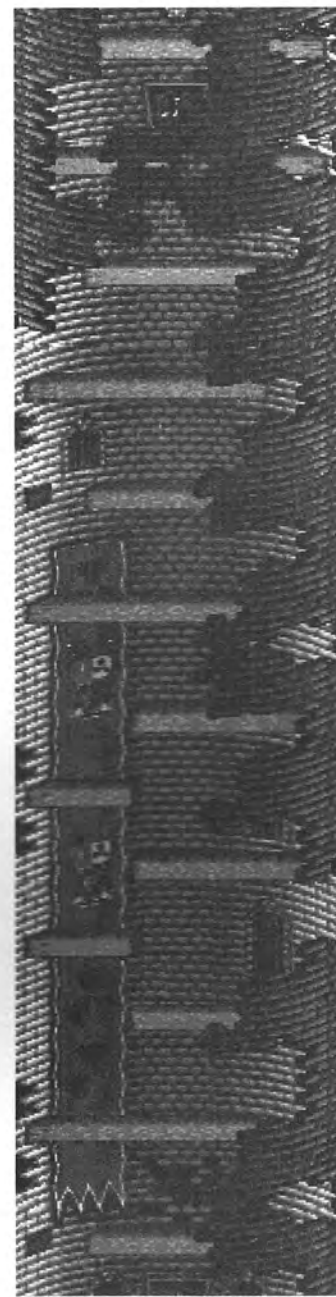
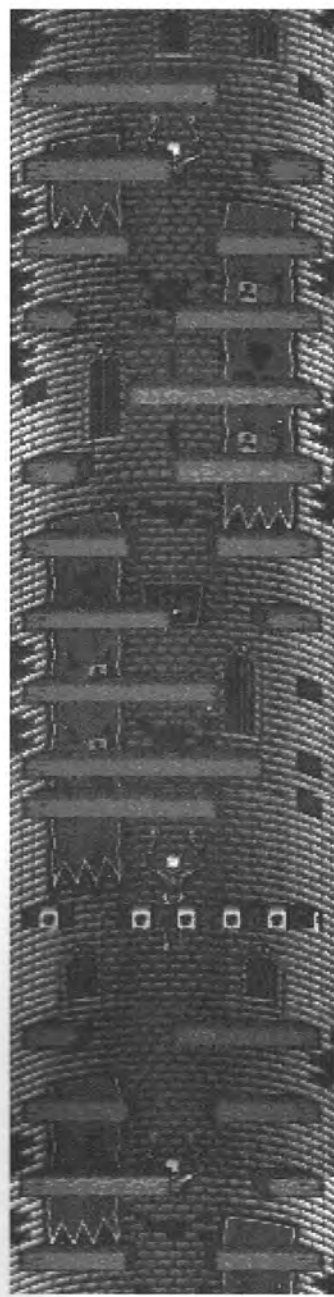
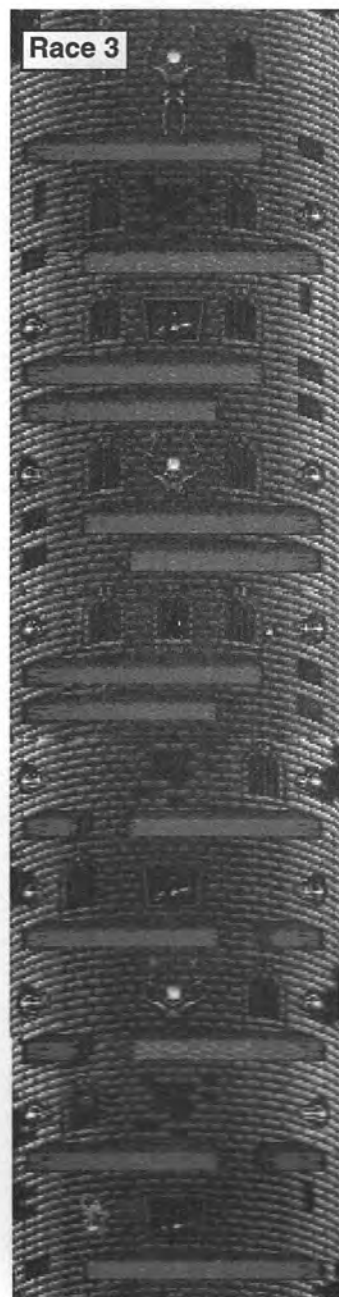
The beginning of Race 3 is marked by fire-breathing heads, arrows, and bubbles. The easiest way past these obstacles is to make your Toad kneel on each ledge and then push the control pad in the direction you want him to slide.

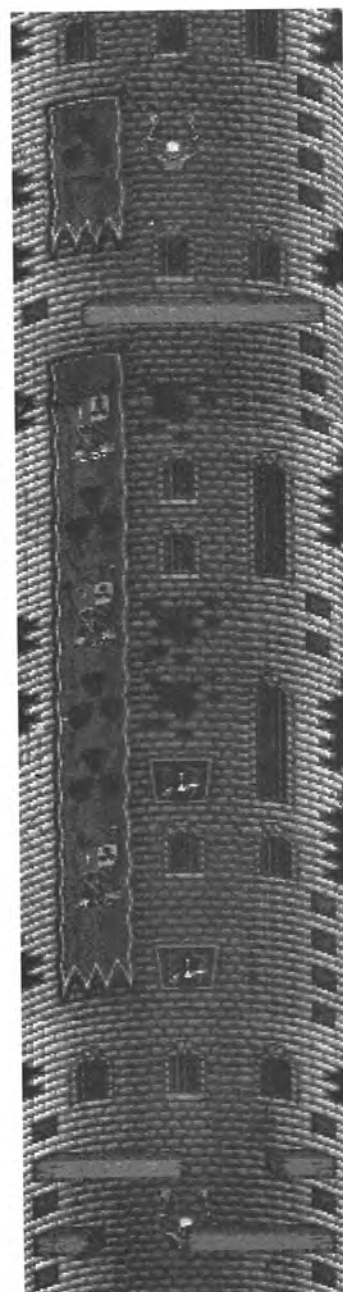
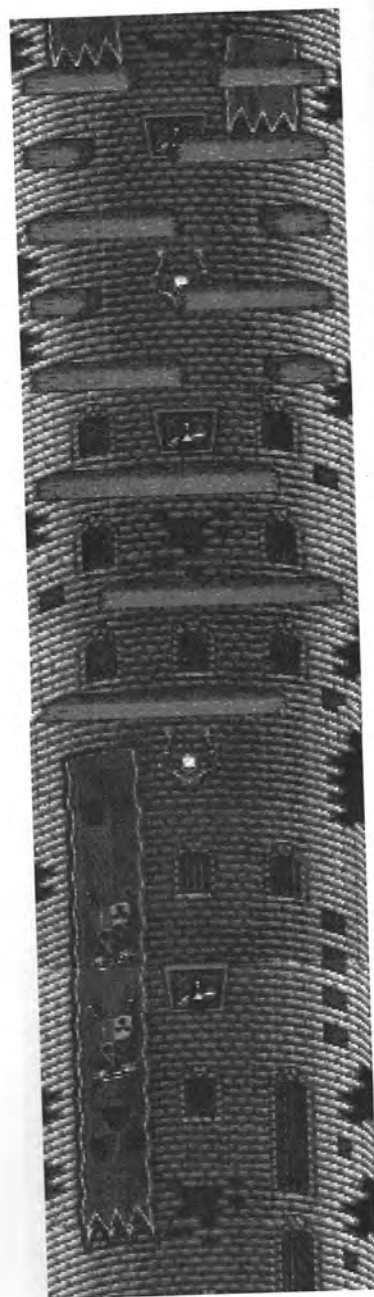
There aren't many long ledges where you can safely (and effectively) punch Skuzz. You'll have to hit him several times in this race if you want to emerge the victor. (Don't let Skuzz get ahead of you. It's almost impossible to catch up.)

Near the end of this race are two enormous drops—and no ledges in sight. Even if you're in the lead, you'll have to punch Skuzz several times as you fall to stop him from overtaking you. (Not only does Skuzz run fast; he also falls fast!)









WARNING!

You're very close to the end of the game. If you'd like to try beating it on your own, read no further.

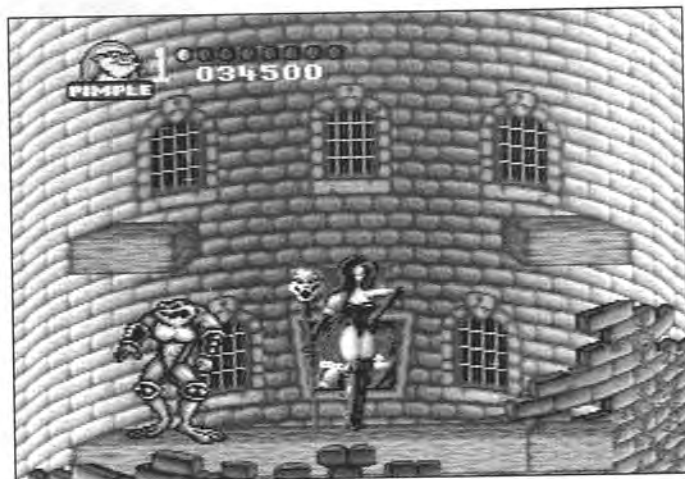


Figure 6.2 The Dark Queen follows the same pattern with each attack. She materializes at a new spot, throws a skull at you, pauses, and then dematerializes. She is only vulnerable during the brief pauses. Clobber her, get out of the way, and prepare to dodge the next skull.

After defeating the Dark Queen, you probably thought the game was over. Wrong! Blast Silas Volkmire's space ship to stop him from escaping. When the gun-sight touches his ship, press the B button to fire a missile. It takes several hits to bring him down, so shoot fast. There's not much time!

PART III

Battletoads/ Double Dragon

(NES, Super Nintendo, and Genesis)



In *Battletoads/Double Dragon*, the Dark Queen has joined forces with the Shadow Boss. In response, the Battletoads call on Jimmy and Billy Lee (the Double Dragons) for assistance. Not only must you battle the Dark Queen's usual assortment of warriors and monsters, but many of the Shadow Boss' compatriots also make appearances in the game.

One of the big differences between *Battletoads/Double Dragon* and the other *Battletoads* games is that you can select the character you want to be. Not only can you choose Rash, Pimple, or Zitz, but you can elect to be one of the Double Dragon brothers.



Figure I.1 Choose carefully. The character you pick here will be yours to command throughout the game and the *Continues*.

Note: All screen shots are from the Super Nintendo version of *Battletoads/Double Dragon*. Other versions will look somewhat different.



General Playing Strategies

- ❖ You don't have to chase enemies. Ones that can move will come to you.
- ❖ Any enemy that has been knocked down can be attacked by running up to it and pressing the Action button. Assuming that you connect, the resulting Smash Hit will destroy any normal (non-Boss) enemy.

- ❖ When separated from you by a couple of steps, enemies will seldom "double team" you. You can usually deal with them one at a time while the others watch. Get stuck in the middle of a group, on the hand, and you should be prepared to take some serious lumps!
- ❖ When enemies can't find anyone to fight, they'll often assault each other. Use this to good advantage by extricating yourself from the center of a fight or climbing a ladder to avoid a battle.
- ❖ In many instances, you will not be allowed to move on until you've defeated all enemies in the area.
- ❖ There are several areas in which you can hang from the side (the space ship in Level 1 and the walkways in Level 2, for example). Although these spots are often excellent for dispatching enemies without a prolonged battle, an entire Life will be lost if you fall.
- ❖ Watch for Bonus Pods. They can contain extra Energy, power-ups, points, or 1-Ups. To collect the contents of a Bonus Pod, you have to break it and then touch the item that is released.
- ❖ The object inside a Bonus Pod always flies in the direction you're facing when you break open the pod. Be careful not to knock it to a spot where the bonus will be inaccessible.
- ❖ Bonus objects don't disappear until they've been taken or until they scroll off-screen. Note, however, that the contents of a Bonus Pod suspended above ground will fall.
- ❖ Unless there's something below to stop you, falls are usually fatal. Learn where you can and cannot safely fall.
- ❖ After a losing a Life, you are granted temporary invincibility. Make the most of it, since it only lasts a few seconds.
- ❖ Keep an eye on your score. You gain an extra Life for every 100,000 points.
- ❖ Although the screen never shows more than five Lives, it does keep track of those in excess of five. Win all the Lives that you can. They'll come in handy.

 Super Secrets

Sorry, gang: According to Tradewest, there are no general Super Secrets for the game — no Warp Zones, no level-select trick, and no secret way to increase the number of Lives you start with.

LEVEL 1: TAIL OF THE RATSHIP

In Level 1, your task is to guide one of the Battletoads or a Double Dragon team member across the space ship's outer hull. To gain entrance to the interior, you'll have to fight your way through dozens of Shadow Marines, Retro Blasters, and Mechno-Mitts. Unless your attacks are both swift and accurate, you'll have a hard time reaching Abobo and completing the level.

 General Playing Strategies

- ❖ Shadow Marines often travel in packs. You can frequently improve the odds by hanging from the side of the ship and kicking one or two of them before they have a chance to attack.
- ❖ Don't let yourself be caught hanging from the side of the ship, however. Any enemy that's standing above you can stomp on your hands, causing you to forfeit a Life.
- ❖ Don't let a Shadow Marine get too far away from you. They can close up the gap quickly by launching a devastating bullet attack.
- ❖ If you don't defeat a Shadow Marine with your first assault, finish the attack while he's down. A Smash Hit occurs automatically whenever you attack a fallen enemy.



Level 1-1 Playing Tips

❖ **Super Nintendo tip:** To avoid damage in the opening scene of the game, come out punching. If you hesitate, the first pair of Shadow Marines will mash you into the deck.

❖ **NES tip:** Use a pair of Battletoad Butts to eliminate the first two Shadow Marines.

Members of the second pair approach from both sides of the ship. Before they get a chance to jump up, drop down and kick one back to where he came from.

There's a Bonus Pod lying in the middle of the deck. When grabbing its contents, watch out for the Shadow Marine nearby.

Keep your eyes open at all times. There's a pair of Bonus Pods hanging from the side of the ship.



Figure 1.1 Retro-Blasters track your movements, but can only blast what's directly in front of them. Stay out of the line of fire, grab the Retro-Blaster, and then smash it on the deck. (Do not pause during the attack.)

If a Retro-Blaster is close to the ground, you can eliminate it with a single Smash Hit.

Don't snatch the contents of the Bonus Pod until after you've defeated the first Retro-Blaster. The Invincibility power-up that it contains will come in handy for dealing with the pair of Retro-Blasters that will arrive next.

❖ **Super Nintendo tip:** When assaulting the two Retro-Blasters, your first impulse will be to grab the one on the right. Think again . . . If you attack that one, the other will immediately fire—causing you to lose your grip. A better tactic is to run around a little until they're separated and confused, and then launch your attack. (In the NES and Genesis games, you may actually find it advantageous to attack the Retro-Blaster on the right first.)

Shadow Marines are approaching from the sides of the ship. Hop down and eliminate the two that are near the bottom of the screen. If you're fast, you can also handle the ones on the high side of the ship, too.

What? More Shadow Marines? Get rid of the first two with Smash Hits.

❖ **Super Nintendo tip:** A Shadow Marine backed by a Retro-Blaster makes an insidious duo. Single one of them out, and go for it!

❖ **NES and Genesis tip:** In the same scene in the NES and Genesis games, the Shadow Marine arrives well ahead of the Retro-Blaster. Take him out first.



Figure 1.2 A Mechno-Mitt is a robot arm that tracks your position and then tries to slap you silly. Keep jogging around until the Mitt slaps and misses, burying its fingers in the deck. Quickly move next to it, and press the Attack button to give it some real pain. (The number of hits needed to send a Mechno-Mitt to the trash heap varies between two and three, depending on the game system you have.)

One last pair of Retro-Blasters to contend with and you're done with Level 1-1. The Bonus Pod they're protecting holds a 1-Up.

Level 1-2 Playing Tips

There are only three enemies in this sub-level: a pair of Mechno-Mitts and Abobo, the boss of the level. Handle the Mechno-Mitts as you did the previous one.



Figure 1.3 Abobo is big and nasty. And if he gets close, he attacks with a flurry of punches that's almost impossible to defend against. Keep him at bay with running assaults. Run at him and launch a Smash Hit. Back off at high speed—don't walk—and then turn and smash him again. You can use the opening in the ship for running room, if necessary.

The amount of difficulty you'll have with Abobo differs among game versions. In the Super Nintendo version, Abobo is a force to be reckoned with. In the NES and Genesis versions, on the other hand, he's an easy mark for your punches and Smash Hits.



Level 1 Super Secrets

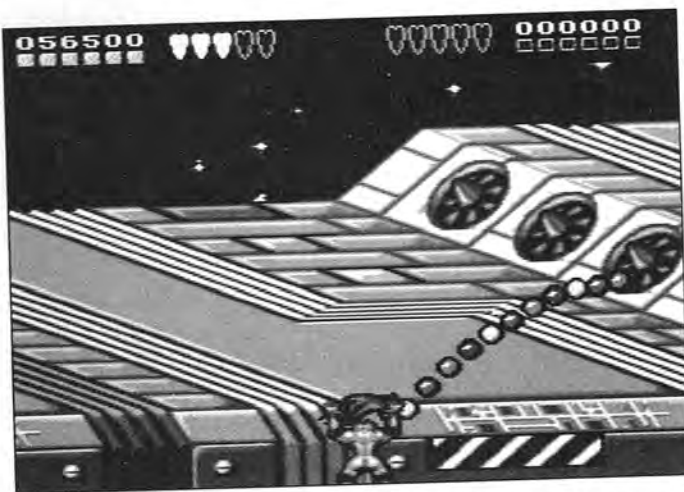


Figure 1.4 Super Nintendo tip: The Mechno-Mitts can't touch you if you hang from the side of the ship. Wait until one slams into the deck, and then hop back up and smash it. (Although you can also hang from the side in the NES and Genesis versions, the Mechno-Mitts will ignore you until you hop back up.)

LEVEL 2: BLAG ALLEY

Although you've gained entrance to the interior of the Colossus, your adventure has only begun. There isn't much danger until you battle Big Blag at the end of Level 2-3. Use Level 2 to practice your attack moves in relative safety.



General Playing Strategies

- ❖ Many of the Bonus Pods are located above ground on the grillwork. To retrieve them, you can climb up the grill (or an available ladder) and kick. If you have a Walker's leg in your possession, you can jump up and smash the pods.
- ❖ You can't jump down from a ladder or a section of grillwork. You have to climb down.
- ❖ Ladder kicks must be made from a much lower point on the ladder in the Genesis and NES versions than in the Super Nintendo game.



Level 2-1 Playing Tips



Figure 2.1 Punch an enemy a few times in this level, and your Toad will automatically launch into a Nuclear Knuckles attack. (Hold down the Attack button.) Use this attack to hammer those bad guys into the pavement!

Another way to take out a single attacker is to ram him once, and then quickly close in while the enemy is on the ground. If you reach him before he rises, you'll dispatch him with a Big Bad Boot!

After defeating a Walker, you can grab its leg and use it as a weapon. Be sure to break any remaining Walker parts—they're worth points, too.

You'll have better luck executing the No Way Back Thwack if you perform it in three distinct moves. Pick up the enemy, pause a second, do a controlled toss (rather than a fling), and then swing the leg.

Although you can use the leg to successfully defeat any other Walkers you happen to meet, beating other enemies with the leg has no effect in the Super Nintendo game. You must use it a baseball bat to destroy them. (Even if you're holding the leg, however, you can still execute normal attacks and Smash Hits.) In the NES and Genesis versions, on the other hand, a Walker leg can frequently be used as a normal weapon against *any* character.



Figure 2.2 Batter up! If you have a Walker leg, you can use it like a baseball bat. Toss an enemy into the air and then see if you can hit a home run with the No Way Back Thwack.



Figure 2.3 The Doorman of Doom won't come out to meet you. He's content to simply wait in his office and toss sticks of dynamite at you. To eliminate him, you have to pick up the dynamite by pressing the Attack button, and then toss it into his doorway by pressing the Attack button a second time. Three successful tosses and the Doorman will pack it in.

Don't get too close to flashing dynamite unless you're sure you can pick it up before it goes off. It packs a real wallop when it explodes!

Once a stick of dynamite is in your hand, it won't explode until after you toss it—even if it was flashing when you grabbed it.

If you're having trouble picking up the dynamite, try standing directly over or slightly behind it (toward the top of the screen).



Level 2-2 Playing Tips

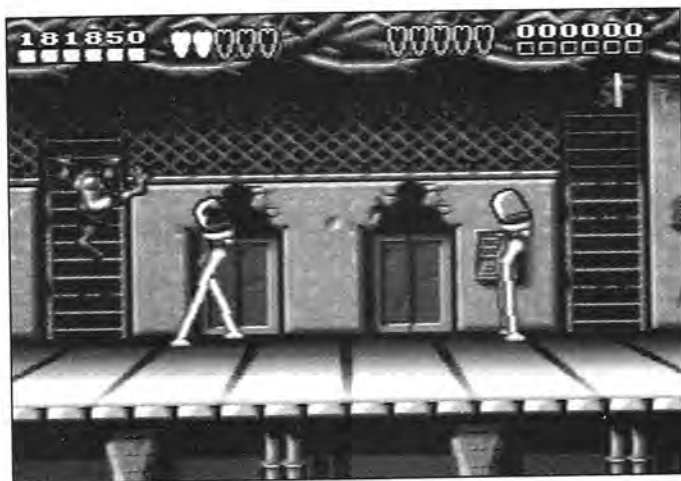


Figure 2.4 One of the more useful attack techniques is to climb a grill or ladder and then kick at approaching enemies. You can use this tactic throughout Levels 2-1 and 2-2.

After dispatching the Walkers, you can use Smash Hits to quickly eliminate the enemies in the next area.

Handle the new Doorman as you did the previous one. This time, it takes five dynamite sticks in his doorway to defeat him.



Level 2-3 Playing Tips

The main portion of this sub-level features the speeder bikes. If you played the original *Battletoads* game, you probably have less-than-fond memories of the bikes. Don't worry. You can't imagine how simple this ride will be in comparison! (However, if an enemy biker knocks you off your speeder bike, it will cost you a full Life.)

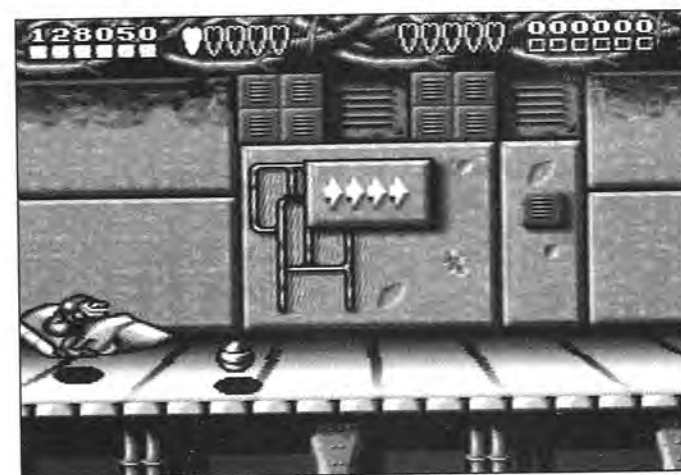


Figure 2.5 At the start of the speeder bike ride, scoop up enough consecutive Bonus Pods and you can earn an extra Life. If you're having trouble hitting them, align the shadow of your bike with the shadow of each pod.

You can steer around or jump over the barrels. You *must* jump over the post walls, on the other hand.

You can modify a jump in mid-air by pressing a direction on the control pad.

You didn't really think you'd be all alone on this ride, did you? The Dark Queen's henchmen have speeder bikes of their own. To defeat them, get into the lead and kick each one several times in the head. (If you have a controller that supports it, turn on rapid fire for the Attack button. This is the perfect strategy for both the Genesis and Super Nintendo versions.)

♦ *Super Nintendo tip:* When an enemy on a speeder bike is ahead of you, jump over him to regain the lead. As you jump, press the Attack button to simultaneously launch an attack. As long as you can get in the first lick, the enemy will be helpless. (The NES enemy bikers aren't nearly so helpless, however.)

If an enemy is in front of you, you can also use your speeder bike to execute an impressive Smash Hit. This trick works well in the NES and Genesis versions, but is risky in the Super Nintendo version. Missing an enemy in that game is often penalized by losing a Life.

After defeating the bikers, you enter another section filled with Bonus Pods. The number of pods varies depending on your success with the bikers. If you did really well, you can pick up one or two extra Lives here (depending on the version of the game). If you did poorly—losing several Lives—you may not see any Bonus Pods at all.



Figure 2.6 Big Blag is the boss of Level 2. He has two attack methods. Get too close and he'll use his enormous body to flatten you. As shown here, he also swings a mean tail. (The high jumps are much more common in the Super Nintendo version than in the NES or Genesis games.)

You can pick up Big Blag and toss him to gain some fighting room.

♦ *Super Nintendo and Genesis tip:* Although it's possible to punch Big Blag several times in a row, eventually you'll slide right under him—resulting in a Toad pancake.

Level 2 Super Secrets

In Levels 2-1 and 2-2, you can hang from the side of the walkway without fear of having your hands stomped. You should *always* leap down to fight warriors that are hanging from the walkway and reduce the odds.

♦ *Super Nintendo tip:* At the start of Level 2-2, to retrieve the 1-Up concealed in the Bonus Pod by the elevator, you must face left as you smash the pod. (You can face either direction in the NES or Genesis versions.)

♦ *Super Nintendo tip:* In the meeting with Big Blag, you can use the edge of the walkway as a safety zone. When hanging from it, Big Blag can't touch you. (You can't hang from the walkway in either the NES or Genesis version.)

LEVEL 3: ROPES 'N' ROPER

Deep inside the Colossus you'll discover security cameras that chase and fire bullets at you, moving force fields, and sliding floors. Many of the electronic guardians can be overcome with a bit of deft footwork. The Lindas—the human opponents in Level 3—aren't so easily fooled, however.



General Playing Strategies

- ❖ Securi-Cams do more than watch—they fire bullets. To destroy a Securi-Cam that's above you, leap up, grab it, and punch away.
- ❖ Crushas can do serious damage. A Crusha only drops when you get close enough to trigger it, so take baby steps until it comes down and then dash through as it rises. (Be careful, though. It can do just as much harm on the upstroke.)
- ❖ Some Crushas are clearly visible; others are concealed.
- ❖ Unlike the Lindas in the other *Double Dragon* games, these Lindas have firm grips on their whips.
- ❖ When battling the Lindas, don't confuse a normal running hit with the Battletoad Butt (a Smash Hit with ram horns). It takes two or three normal hits to defeat a Linda, but only one Smash Hit. As with other enemies, if a Linda has fallen, you can finish her off with a Big Bad Boot. Just rush up and attack before she can rise.



Figure 3.1 You'll see several areas in Level 3 that look like this. Move to the edge and press the Attack button. Your Toad or Dragon will toss out a Turbo Rope from which to swing. The direction in which you should move—down or across—is indicated by an arrow. Press the Jump button when you're ready to let go of the rope.



Level 3-1 Playing Tips

- ❖ **Super Nintendo tip:** Beware of the Crusha to your right. After smashing the Bonus Pod, wait for the Crusha to drop before retrieving the bonus. (You don't have to wait in the NES or Genesis versions.)

Note how the Crusha looks at rest, so you can recognize other visible ones before blundering into them.

The first Securi-Cam is easy to destroy. Just grab it and punch.

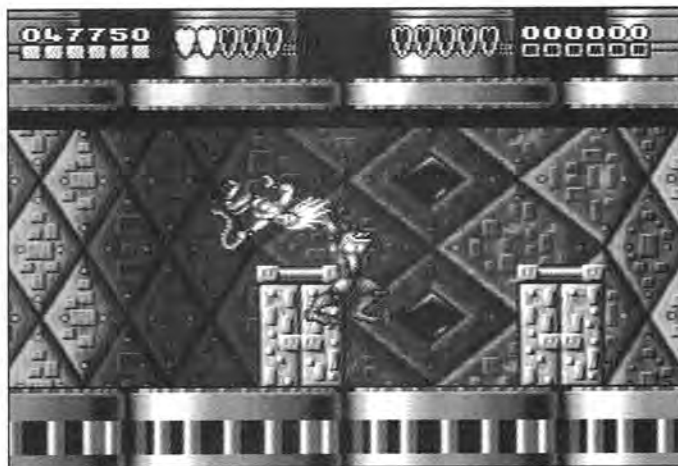


Figure 3.2 The whip-wielding Lindas can be deadly. Use a pair of Smash Hits to quickly eliminate the first pair in Level 3-1, attacking the one on the right first. If you're up close—usually after being knocked down—you can use this hair pull (one version of the Twin Side Slam) to good advantage.



Figure 3.3 The Ravens in the Turbo Rope areas are refugees from the original Battletoads game, and they work the same way. Each time you hit a Raven as it falls, the number of points you're awarded increases. Hit one enough times and you'll get a 1-Up.

Multiple Raven hits are easier to accomplish if you set rapid fire for your Attack button. It also helps if you move to the middle of the screen and alternate the direction of your punches—switching between right and left. (This is easier to accomplish in the Super Nintendo version of the game than in the NES or Genesis versions.)

♦ **NES tip:** Wall-mounted Securi-Cams in the Turbo Rope areas can be Life stealers. Try to immediately eliminate each one with a pair of kicks—*before* it starts shooting. If normal kicks aren't working for you, try a BT Bashing Ball attack.

There are still a few Lindas left. As a matter of fact, there are two sets in the next scene alone. Dispatch the first pair by attacking the one coming through the doorway first. Then turn to your left, and use a Smash Hit on the second Linda.

When you hop down, the second pair of Lindas arrive. Stay where you are and use a Smash Hit on each of them.

♦ **Genesis tip:** After hopping down, you may prefer to hop back up—standing just to the right of the door. When the Linda emerges, you can quickly dispatch both her and her partner with hair-pull attacks.

Mobile Securi-Cams guard the next area. Grab the first one, and press the Attack button to knock it off its mooring.

When you reach the right edge of the high platform, another Securi-Cam moves in from the left. Don't try to outrun it. Instead, the moment it appears, dash back to the left of the Securi-Cam and attack it.

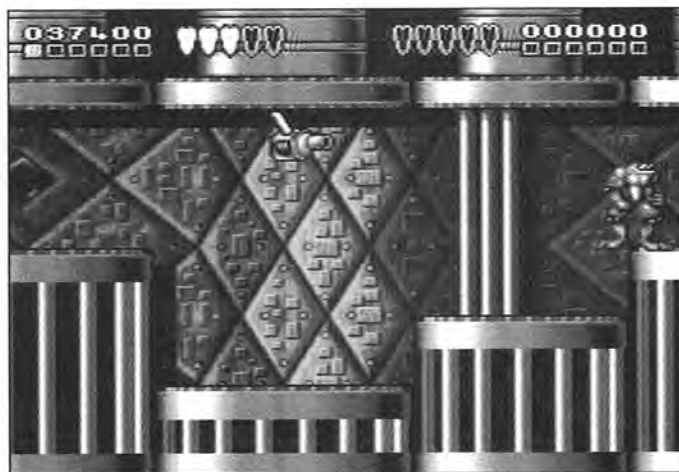


Figure 3.4 When confronting the pair of Securi-Cams, grab the right one first. After finishing it off, leap immediately to this spot. (If you try to move to the left instead, you'll be gunned down.)

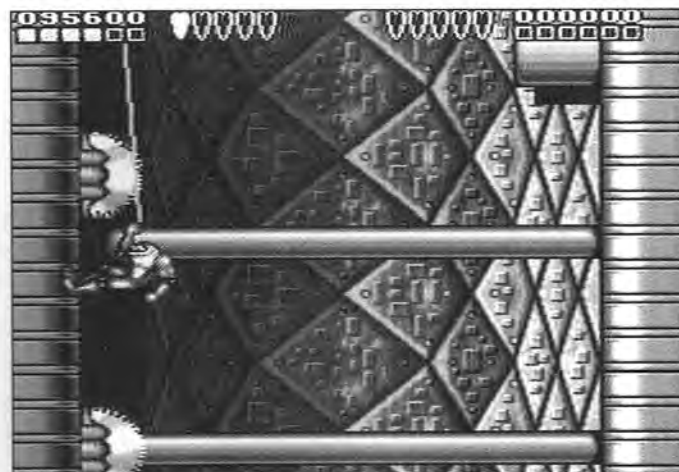


Figure 3.5 Get too close to the Buzz Discs, and you'll be sliced and diced. Jump to avoid them.

After eliminating the nasty Securi-Cam at the bottom, grab the pipes and shinny your way to the right. If you move quickly, you can flip the switch to turn off the Electro Barrier without getting hit. (If you can't get past the Securi-Cam at the start of this area, see *Super Secrets* at the end of this section for a description of the one technique that can eliminate it.)



Level 3-2 Playing Tips

Level 3-2 begins with a bevy of Bonus Pods. Even if you're fully powered, don't skip them. One holds a 1-Up.

You're Toadally outnumbered by Lindas! Use Smash Hits to take out as many as you can. If you lose a Life, use your temporary Invincibility to clobber one of them.

♦ **Super Nintendo tip:** Another tactic that works well is to run to the right, and then reverse directions — dispatching the left Linda first, followed by the one on the right. Stay on the far right of the screen, and use the hair-pull attack to eliminate the rest of the Lindas.

♦ **NES tip:** The safest location is right in the middle of the screen. From there, you can use Smash Hits in either direction as new Lindas arrive.

♦ **Genesis tip:** In this first area, you'll find that the hair pull is the ideal attack. The Lindas will generally just walk into it.

Whenever you execute a hair pull, any other Lindas in the vicinity will simply stand and watch.

As you approach the Turbo Rope area, another Linda comes from behind. Attack immediately to avoid being knocked off the ledge.

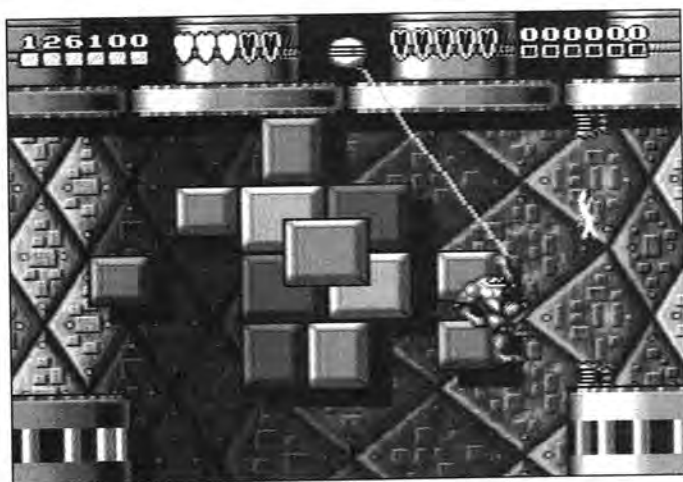


Figure 3.6 These two Turbo Rope areas introduce a new wrinkle—Sparkbolts. Don't just swing and release. You have to time the release of the rope to coincide with the gap in the Sparkbolt. When there's an opening, press the Jump button to let go. If your timing is bad, it'll cost you a Life.

To capture the contents of the Bonus Pod on the grillwork, get right over it before kicking.

Beyond the three Crushas, a pair of Lindas waits for you. Don't give them a chance to attack. Launch a Smash Hit to the right—before you can even *see* the Linda.

There are four more Crushas ahead. They're well concealed, so move slowly.

Move high to sneak past the Sparkbolt on the grillwork.

This Turbo Rope area is an obstacle course. There are Securi-Cams and Ravens to destroy, and Sparkbolts that must be avoided. Thankfully, there are some Life-giving Bonus Pods, too.

Not all Ravens rest on perches. If the flying ones are too much for you, level them with a BT Bashing Ball attack (described in *Super Secrets* at the end of this section.)

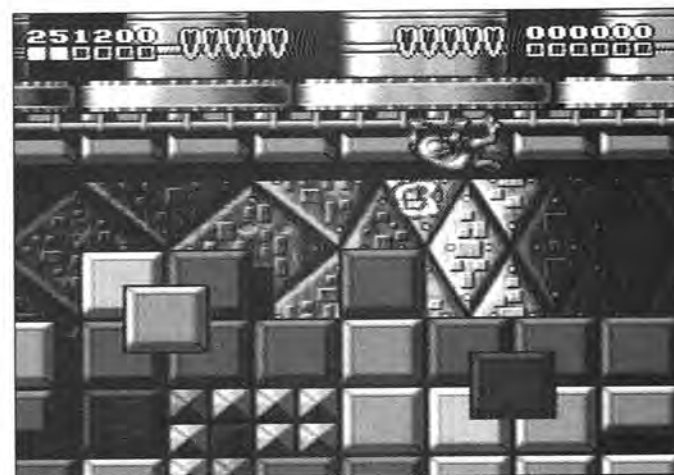


Figure 3.7 The first pipe walk was just for practice. This is the one you should fear. Dodge the rings of fire by moving to the right or left. You can also press up on the control pad to cling closely to the pipe, allowing the fire rings that are traveling in a horizontal path to pass under you.

There's no way to avoid the Ravens, so give 'em a good kick.



Level 3-3 Playing Tips

There's a Sparkbolt right at the beginning of the Turbo Rope area. Descend slowly to avoid being zapped.

There are plenty of Ravens in this narrow area. Set the Attack button for rapid fire, and try to pick up an extra Life or two. (You'll *need* them.)

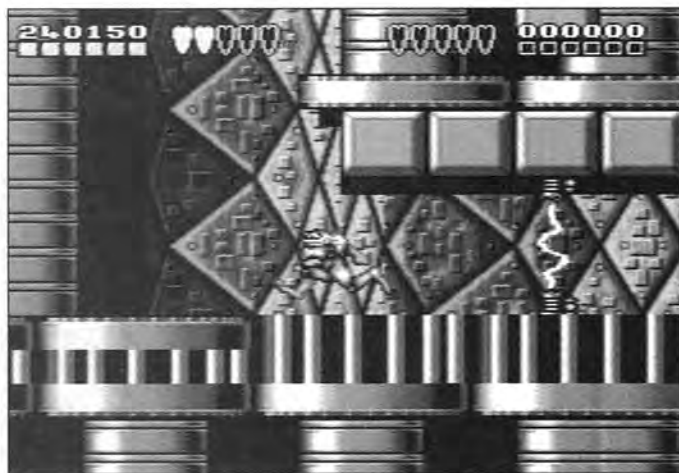


Figure 3.8 At the bottom, you're in for a surprise. The floor moves! Press left on the control pad when you want to slow down or stop moving.

If you can snatch the lone Bonus Pod in this area, you'll gain temporary Invincibility. Use it to streak past the remaining obstacles in the moving floor area. If you move past the power-up after smashing it, you can jump to the left to recapture it. (Note, however, that this is a risky maneuver that can easily cost you a Life if you botch the attempt. Consider yourself warned.)

Toss your rope to attach it to the pulley overhead. You can change your height at any time by pressing up or down on the control pad—just the thing to help you get safely past the super-charged Sparkbolts.

In case you didn't notice, you don't have to go through the gaps in some of the Sparkbolts. If there's room above or below, you can go *around* them.

Falling debris can knock your Toad off his rope. You may find it easier to dodge the garbage if you move all the way to the left or right. In any event, stay near the bottom of the screen to give yourself maximum dodging room.

Two sections of grillwork separate you from Roper. Grab all the Bonus Pods you can get your hands (or feet) on. (Remember, you don't just step onto grillwork—you must climb onto it.)

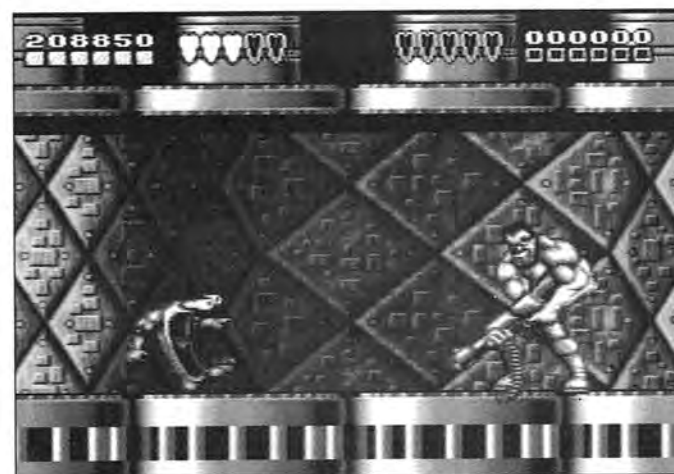


Figure 3.9 Super Nintendo tip: With machine gun in hand, Roper's a sinister dude. Use Smash Hits to attack from a distance, and then promptly retreat. When he fires his gun, duck and get ready to launch another assault.

Level 3 Super Secrets

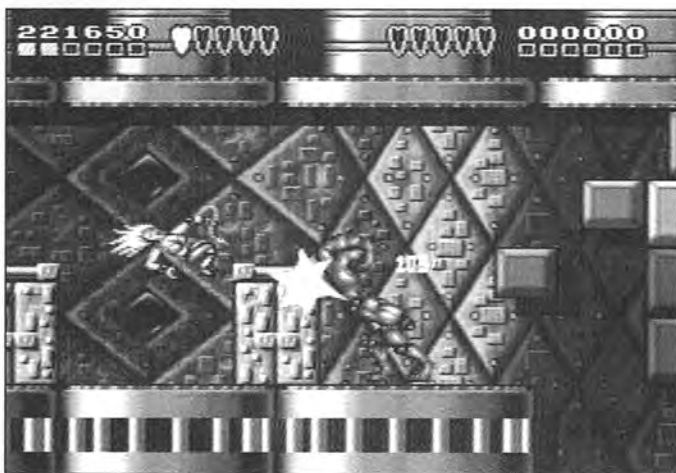


Figure 3.10 Tired of getting beaten to a pulp by the Lindas? Try the Kiss My Fist attack. Just squat and press the Attack button. It's the perfect compromise when you're too far away to grab a Linda's hair, but too close to use a Battletoad Butt.



Figure 3.11 To destroy the Securi-Cam in the area with the Buzz Discs, you must perform a BT Bashing Ball attack. The trick is to press Left on the control pad—not Right. You can also use this technique to avoid the Buzz Discs and in any vertical Turbo Rope area. (It's much easier to consistently perform this maneuver in the Super Nintendo version of the game.)

♦♦ **NES and Genesis Tip:** When confronting Roper, stay in a squat. Press the Attack button to launch a Kiss-My-Fist every time he gets close.

LEVEL 4: RATSHIP RUMBLE

After escaping in the space pod at the end of Level 3, you'll have to battle the Colossus itself. Destroy the Astro Boulders, mines, and space craft before they destroy you.

General Playing Strategies

- ❖ If you don't own a rapid fire controller, Level 4 may be all the justification needed for you to buy one.
- ❖ The Attack button fires the cannon. Press the Jump button to fire your thrusters and propel your pod to a different attack location—or out of the line of fire.
- ❖ There are several types of mines that the Colossus launches in this level. All of them explode, however, so work fast.

Level 4-1 Playing Tips

The first several waves consist of Astro Boulders only. Set your controller for rapid fire and use the control pad to make your ship spin, firing in a complete circle. No sweat.

Set your controller for rapid fire and direct it at the opening in the ship to immediately destroy the first couple of waves.

Shoot enough consecutive mines, and you'll be rewarded with a 1-Up.

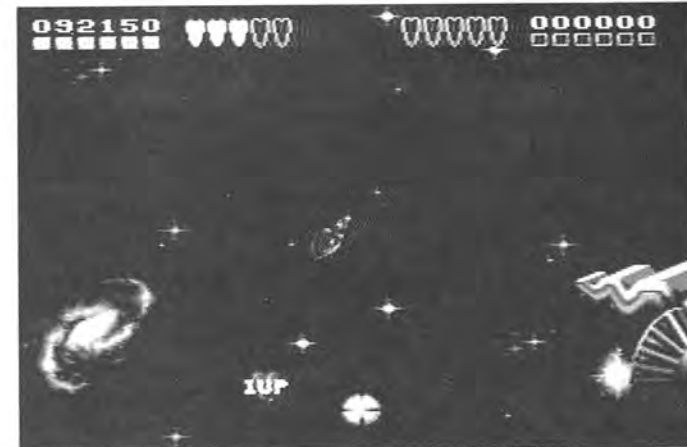


Figure 4.1 A couple of mines are launched directly as 1-Ups. Like the others, they can make a nasty explosion if you ignore them. If you want to increase your supply of Lives, steer your ship over the 1-Ups. If you shoot a 1-Up, you're awarded points rather than an extra Life.

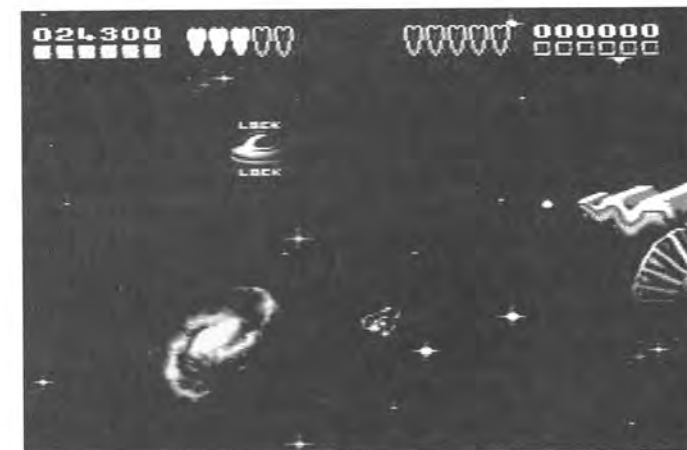


Figure 4.2 Level 4-1 ends with an assault by enemy UFOs. They only appear one at a time, but they shoot back! Now is the time to try out those homing missiles. They'll help you easily vanquish the first two or three UFOs. (See Super Secrets at the end of this section for instructions on using homing missiles.)

**Level 4-2 Playing Tips**

Figure 4.3 It's just you against the Colossus. Eliminate the side cannons before attacking the center.

Although your machine gun won't help if you're to the left of the Colossus, it is a dandy to spot from which to launch homing missiles. As with the earlier targets, just direct the cross-hairs to the portion of the ship that you want to shoot. If it's an eligible target, the cross-hairs will lock on.

It takes several homing missile hits to eliminate each side cannon. Move into a frontal attack position before finishing off the second side cannon. You'll need room to maneuver that you won't find to the left of the Colossus.

**Level 4 Super Secrets**

The manual talks about a special homing missile you can use, but doesn't explain how to activate it. Here's the scoop: Hold down the Attack button and a set of cross-hairs will appear. Move the cross-hairs onto your intended target. When the cross-hairs lock

on the target, release the Attack button to fire a homing missile. To get this effect to work, you *must* turn off rapid fire for the Attack button.

Be careful not to request a homing missile when there are no eligible targets on screen. Doing so causes the cross-hairs to lock onto your own pod!



LEVEL 5: MISSILE MAYHEM

Most of this level takes place on the outer surface of the missile that was exposed when you destroyed the Colossus. Shuriken-tossing warriors, persistent Scuzzes (giant rats with an attitude), and the missile's jet engines are the main obstacles. Just for good measure, there's an oversized warrior named General Slaughter who you'll meet on three separate occasions in this level.



General Playing Strategies

- ❖ The ninja warriors are most vulnerable when they're doing cartwheels. The best way to handle them is to let them have the first attack by tossing a shuriken at you. Jump or duck to avoid the shuriken and then punch as the warrior cartwheels your way. (Be sure that the shuriken has completely passed overhead before getting up from a crouch.)
- ❖ Ladder kicks must be made from much lower on the ladders in the Genesis and NES versions than in the Super Nintendo game.
- ❖ *NES and Genesis Tip:* Beware! Scuzzes that have been punched off a platform sometimes come back.



Level 5-1 Playing Tips

The baddies at the start of Level 5-1 can be a real pain. If they aren't close enough to execute a flying jump kick, they'll toss shurikens at you. A Battletoad Butt can be used successfully if you launch it the instant the warrior lands.

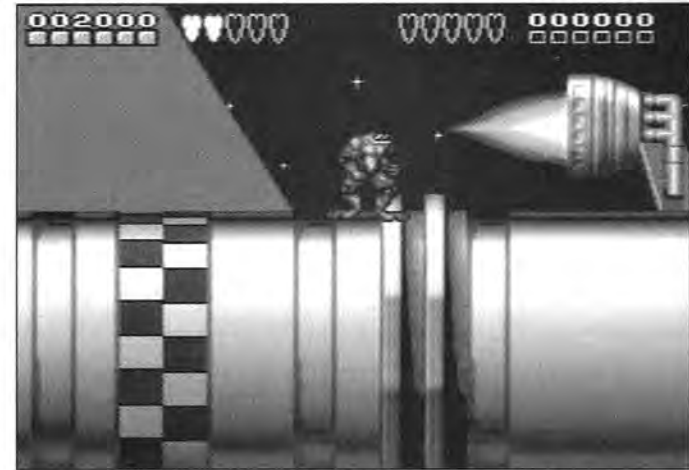


Figure 5.1 After defeating the second warrior, don't be in a hurry. If you move too quickly, the exhaust flames from the jet engine will toast your Toad.

After passing the jets, you'll find another ninja warrior hiding behind the fin.

A pair of Scuzzes are inside the compartment. Smash Hits will make short work of them. (Want to have some fun? After climbing down the ladder, climb back up to the top and watch the Scuzzes battle each other!)

Two more Scuzzes emerge from the next compartment. If you want to eliminate them the risk-free way, stay on the left-hand ladder and kick as they come near you.



Figure 5.2 This muscle-head is General Slaughter. If he can't beat you with his fists, he'll ram you with his head!

Don't let the General get too far away. If he does, he'll automatically launch a head-first charge.

Between every assault, the General pauses. If you're close to him (the closer, the better), you can pound him with a Kiss-My-Fist or Big Bad Boot.

The Bonus Pod in General Slaughter's room contains extra energy. However, getting to it in the Super Nintendo and Genesis games while the General is on your case requires a lot of effort and exceptional timing. One of the best moments to smash the pod is right after losing a Life — while you're invincible. Don't grab the Bonus Energy until you really need it. Be sure, however, to snatch it before the fight ends.

The Genesis and NES versions of General Slaughter are far simpler to defeat than their Super Nintendo cousin.

The flames from the six alternating jets have a fixed pattern. Going up is easy; coming down is not.

If you die attempting to pass a series of flame jets, be ready to move the instant you flash back on-screen. As long as you've died, you may as well take advantage of the temporary Invincibility gained when your Life is restored.

When you reach the bottom of the flame jets, move quickly away from the ladder. If you aren't all the way down, however, it's easy to get stuck on the ladder — and flame-broiled in the bargain.

A pair of ninja warriors protect the Windowman of Doom. You'll probably take a couple of good knocks battling them.

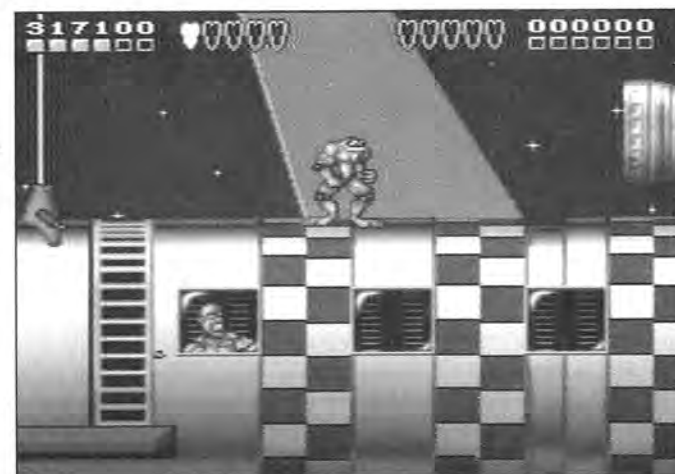


Figure 5.3 The Windowman of Doom is a lot like the Doorman of Doom. He'll keep tossing dynamite at you until you manage to lob a stick back into his current window. Since he moves from one window to another each time he is defeated, you'll need to blow him up three times. The key is finding the right spot from which to toss.

General Slaughter is back (or at least a reasonable facsimile of him). Use the same attack techniques that worked for you in the first encounter. Because the room is longer, you can also use Battletoad Butts. The crates make good cover.

Be sure to grab the Bonus Pod near the end of the room. It contains a 1-Up.

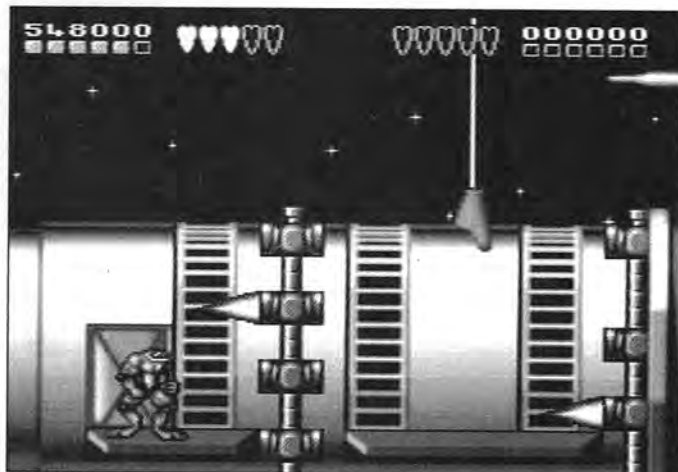


Figure 5.4 More insidious flame jets . . . Any extra Lives you've earned will probably come in handy here.

Even more dangerous than the flames is the gang of ninjas. When one is throwing, another is usually moving toward you. Good luck.

Level 5-2 Playing Tips

Ninjas can hide in windows, too. To gain a temporary reprieve, you can climb down the ladder. You'll still have to climb back up and deal with him, though. Good thing you smashed that Bonus Pod first, huh?

Scuzzes and ninjas fight side-by-side on the platform. Don't get so caught up in battling the Scuzzes that you fail to notice the shuriken heading your way. (You can easily deal with the Scuzzes while hanging from the left-hand ladder.)

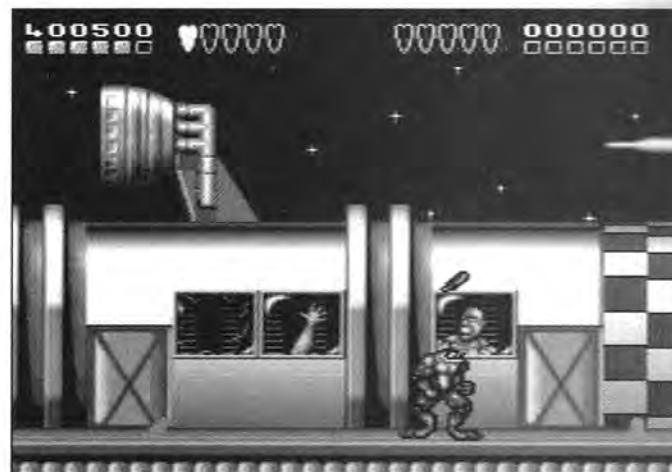


Figure 5.5 What's this? Two Windowmen of Doom together? Clear the platform of Scuzzes and ninjas, and go for that dynamite!

You don't have to toss the dynamite far in this area. In the Genesis and NES games, you must jump as you toss the dynamite. In the Super Nintendo game, just stand next to the window into which you want to drop it.

Although there's only a single Windowman in the next room, you'll have to fight the Scuzzes as you dodge the explosions. The ladder on the right can be helpful in the battle.

Before entering the room, smash the Bonus Pod at the top of the ladder. It contains extra Energy. (Get it now. It won't be waiting when you come back out.)

Oh, no! It's General Slaughter again. The techniques you used in the other encounters with him will work here, too. You can use the crate to separate yourself from the General—giving you enough time to snatch the Bonus Pod.

Two more ninjas are top-side. They use more jump kicks than usual, so watch yourself.

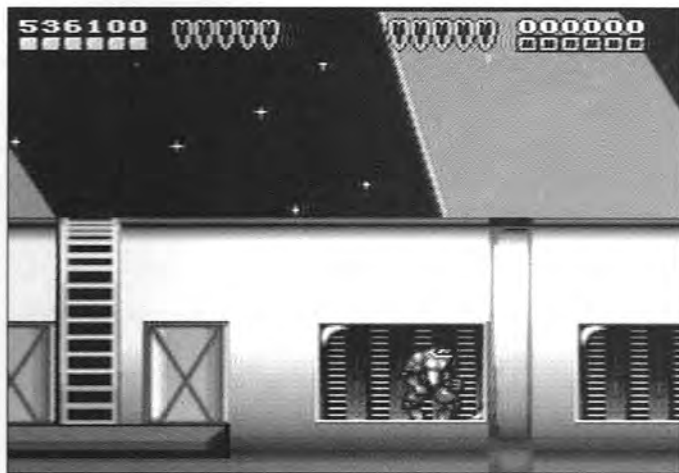


Figure 5.6 Interesting view, isn't it? There are six Scuzzes in the ship's hold, but — because of your vantage point — it can be tough to see them. Go slowly. Don't blunder into them. (A series of properly executed Smash Hits is just the ticket here.)

These flame jets can be tricky. If you have trouble getting past them, see the *Super Secrets* section below.



Figure 5.7 Robo-Manus is one ugly sucker! If his lasers don't get you, his snapping jaws will. Smack him good every time he lands.

♦ **Super Nintendo tip:** You're well-advised to bring along several spare Lives if you expect to live long enough to win.



Level 5 Super Secrets

In Level 5-1, for the first set of six flame jets, try descending when the fourth flame in the series is lit.

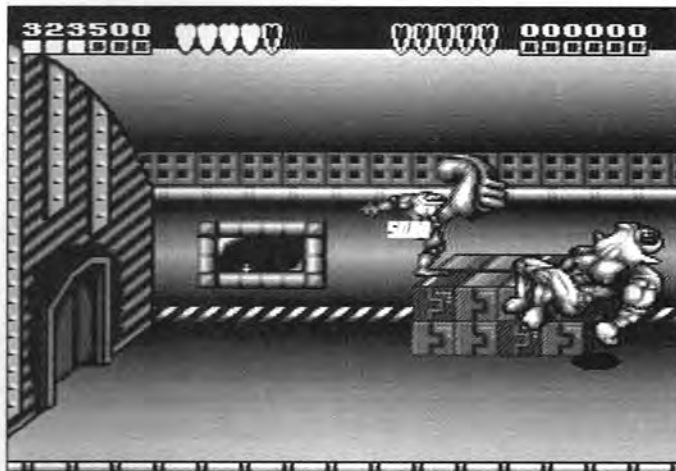


Figure 5.8 In your second confrontation with General Slaughter in Level 5-1, if you hide behind these boxes, you can punch the General repeatedly without fear of retaliation.

In your final confrontation with the flame jets in Level 5-2, there's a trick to avoiding the heat. After you pass the three flame jets and arrive at the top of the missile, move immediately to your left. Then wait for the big jet to switch off, and hop over it. Robo-Manus awaits!

LEVEL 6: SHADOW-BOSS SHOWDOWN

In this level, there are several major differences between the Super Nintendo game play and the Genesis and NES versions of the game.

- ◆ The light fixtures are a safe haven from all attackers in the Super Nintendo version. Jump up there in the Genesis or NES game, however, and there's a high probability of being knocked back down by an enemy.
- ◆ The warriors are particularly vicious in the Genesis version. The Super Nintendo and NES warriors are no tougher than those encountered in Level 2.
- ◆ You'll have a much easier time destroying the Shadow Boss in the Genesis and NES versions than in the Super Nintendo game. In the Super Nintendo game, the Shadow Boss stays visible at all times, but his spike-ball attack is always lethal and cannot be dodged. The NES and Genesis Shadow Boss disappears and reappears at will, and he has two different spike-ball attacks.



General Playing Strategies

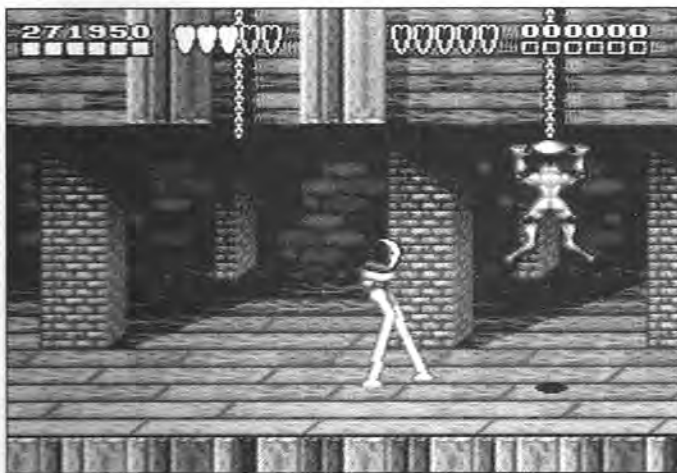


Figure 6.1 Although there are no Bonus Pods in Level 6, the overhead light fixtures are the next best thing. If smashed, they'll reveal power-ups. (In the Super Nintendo version, you can also jump up and grab them when you need a respite from the action.)



Playing Tips

The main enemies are street punks and Walkers. Use the usual attack methods to eliminate them (head butts, Battletoad Butts, Nuclear Knuckles, and No Way Back Thwacks).

When surrounded by warriors, the No Way Back Thwack will allow you to destroy them all without any risk of damage.

The Shadow Boss is a vicious character. Don't let him get you in his clutches. And watch out when he transforms into a spiked ball. If he hits you while in that form, you can lose an entire Life!

♦ **Super Nintendo tip:** The Shadow Boss is easy to blindsides. When you kick or punch him while he's up against the right side of the screen, he occasionally gets turned around. Although unsportsman-like, it is okay to clobber him from behind.

♦ **Super Nintendo tip:** Your best shot at defeating the Shadow Boss is to repeat the same attack pattern over and over. Get him up against the right wall, kick him twice, and — when he's been moved too far away — get ready to dodge as he launches his shoulder slam assault. Then move in for another attack.

♦ **Genesis and NES tip:** There are two variations of the spiked ball in the Genesis and NES game. In the first variation, you can slam the Shadow Boss as he's turning into the ball. You can also dodge him when he's in that form. If you get hit, the damage is minor. The second, *lethal* version of the spiked ball is signaled by a warning clarion. Grab for the light fixture immediately!

And you probably thought that beating the Shadow Boss was the end of this level. Guess again. You'd better hope you still have enough Life remaining to make it past the electrically-charged light fixtures. (Don't forget to smash the previous light fixture. It holds a 1-Up.)

Level 6 Super Secrets



Figure 6.2 You may want to leave this power-up on-screen. It will come in handy when dealing with the Shadow Boss.

Leave one or both of the light fixtures intact in the Shadow Boss arena. When the Shadow Boss turns into the lethal version of the spiked ball (Genesis or NES) and every time he takes that form in the Super Nintendo game, hanging from a fixture is the only safe spot to be. (If you're losing badly, however, you may want to smash the right-hand light fixture and snare the 1-Up that it contains.)

LEVEL 7: ARMAGEDDON II— THE REMATCH

At last, the final level . . . After dealing with the usual assortment of bad guy guardians, you can go one-on-one with the Dark Queen herself. Will good prevail over evil? If you've gotten this far, don't you deserve to win? Well, maybe not. But you can give it your best shot.

General Playing Strategies

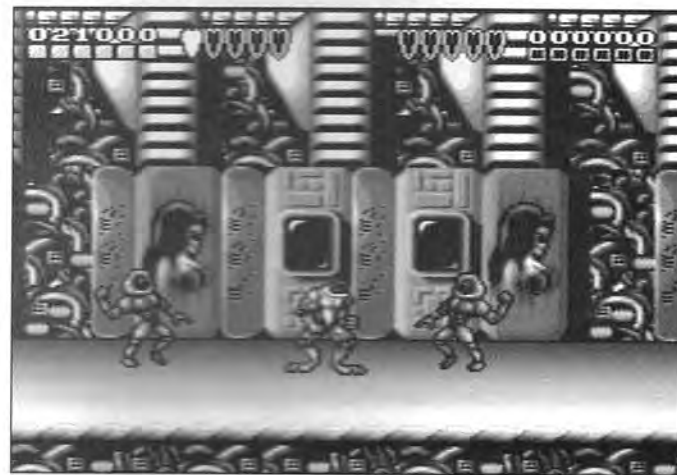


Figure 7.1 Shadow Marines attack in groups, just as they did in Level 1. Since they aren't too bright, get out of their way whenever possible and let them knock each other off, reducing the competition and your fighting time.

When separated from you by a distance, a Shadow Marine will launch a long-distance punch.

Playing Tips

As always, Smash Hits such as the Battletoad Butt are very effective against the Shadow Marines.

The two Retro Blasters can be really nasty. Try to separate them, and eliminate one as quickly as possible to avoid being caught in a cross-fire. (*Genesis and NES tip:* Sneak behind and take on the left-hand Retro Blaster first.)

This Mechno-Mitt is a speed demon. When it strikes, its fingers only remain buried in the floor for a second or two. To get in your finger smashes, you must be nearby when the Mechno-Mitt strikes. (It takes two successful hits to vanquish it in the Super Nintendo version and four in the Genesis and NES games.)



Figure 7.2 It's the Dark Queen in all her glory. Fire is her weapon. She'll assault you with fireballs and then sink into the floor in a puddle of flame. Don't touch the fire if you know what's good for you.

Punch the Dark Queen when she rises, and avoid her as she moves about. (In the Genesis version, she must be completely standing before it's safe to hit her. In the Super Nintendo and NES versions, you can attack as she rises.)

As you score more hits, the Dark Queen varies the height of her fireball attacks. Jump to avoid those thrown at your ankles.

Watch for the computer to spit out Bonus Pods as you battle the Dark Queen. They can extend your Life considerably.

♦ *Super Nintendo tip:* One of the best spots from which to attack is the right side of the room, next to the computer. If the Dark Queen gets too close when she's a flame puddle, jump up to avoid her touch.



SECRETS OF THE GAMES BOOKS

VIDEO GAME BOOKS

Nintendo Games Secrets, Volumes 1, 2, 3, and 4	\$12.95 each
Nintendo Game Boy Secrets, Volumes 1 and 2	\$12.95 each
Sega Genesis Secrets, Volumes 1, 2, 3, 4, and 5	\$12.95 each
Official Sega Genesis Power Tips Book, 2nd Edition (in full color!)	\$14.95
TurboGrafx-16 and TurboExpress Secrets, Volumes 1 and 2	\$11.95 each
Super NES Games Secrets, Volumes 1, 2, 3, and 4	\$12.95 each
<i>GamePro</i> Presents:	
Nintendo Games Secrets Greatest Tips	\$11.95
Sega Genesis Games Secrets Greatest Tips	\$11.95
Super NES Games Secrets Greatest Tips	\$11.95
Super Mario World Game Secrets	\$12.95
The Legend of Zelda:	
A Link to the Past Game Secrets	\$12.95
Super Star Wars Official Game Secrets	\$12.95
Super Empire Strikes Back Official Games Secrets	\$12.95
Secrets of Mana Official Games Secrets	\$12.95



And there's a lot more
where these came from...



COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide	\$19.95
Harpoon Battlebook: The Official Strategy Guide	\$19.95
Wing Commander I and II: The Ultimate Strategy Guide	\$19.95
Chuck Yeager's Air Combat Handbook	\$19.95
The Official Lucasfilm Games Air Combat Strategies Book	\$19.95
Sid Meier's Civilization, or Rome on 640K a Day	\$19.95
Ultima: The Avatar Adventures	\$19.95
Ultima VII and Underworld: More Avatar Adventures	\$19.95
JetFighter II: The Official Strategy Guide	\$19.95
A-Train: The Official Strategy Guide	\$19.95
PowerMonger: The Official Strategy Guide	\$19.95
Global Conquest: The Official Strategy Guide (w/disk)	\$24.95
Falcon 3: The Official Combat Strategy Book (w/disk)	\$27.95
Dynamix Great War Planes: The Ultimate Strategy Guide	\$19.95
Gunship 2000: The Authorized Strategy Guide	\$19.95
SimLife: The Official Strategy Guide	\$19.95
Stunt Island: The Official Strategy Guide	\$19.95
Populous: The Official Strategy Guide	\$19.95
Prince of Persia: The Official Strategy Guide	\$19.95
X-wing: The Official Strategy Guide	\$19.95
Empire Deluxe: The Official Strategy Guide	\$19.95
F-15 Strike Eagle III: The Official Strategy Guide	\$24.95
The 7th Guest: The Official Strategy Guide	\$19.95

TO ORDER BOOKS ONLY

Please send me the following items:

Quantity	Title	Unit Price	Total
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
Subtotal			\$_____
7.25% SALES TAX California only			\$_____
SHIPPING and HANDLING*			\$_____
TOTAL ORDER			\$_____

*\$4.00 shipping and handling charge for the first book, and \$0.50 for each additional book.

HOW TO ORDER

By telephone:
With Visa or MC, call (916) 786-0426. Mon.-Fri. 9-4 PST.
By Mail: Just fill out the information below and send with your remittance.

My name is _____
I live at _____
City _____ State _____ Zip _____
Visa/MC# _____ Exp. _____
Signature _____

PRIMA PUBLISHING

P.O. Box 1260BK
Rocklin, CA 95677
(satisfaction unconditionally guaranteed)

IS BATTLETOADS DRIVING YOU NUTS?

GET THE INSIDE SCOOP ON BEATING THIS BEAST!

Battletoads to the rescue! Rash, Pimple, and Zitz—those intergalactic, wart-infested heroes—will do whatever is necessary to protect the universe from the Dark Queen's evil plans. But they can't act on their own. Only you can provide the fighting techniques and tactics to guide them through the toughest home video games ever created.

Here's everything you need to know about
the HOTTEST Battletoads Games!

Battletoads: The Official Battlebook gives you all the vital tips, tricks, strategies, and cheats you need to master:

- Battletoads/Double Dragon
(Nintendo, Super Nintendo, Sega Genesis)
 - Battletoads (Nintendo, Sega Genesis)
 - Battletoads in Battlemaniacs (Super Nintendo)
- Plus, you get all the maps of the games and crucial screen shots to help you along!

BATTLETOADS: THE OFFICIAL BATTLEBOOK
is the only authorized strategy guide available
for Battletoads and Double Dragon!

STEVE SCHWARTZ is a professional writer, computer expert, and psychologist. He has written about computer and home arcade games for more than 15 years and has reviewed hundreds of games for many of the leading computer magazines.



Secrets of the Games
An Imprint of Prima Publishing

ISBN 1-55958-469-6

